

BOOK OF GAMES

THE BOOK OF GAMES CONTENTS

February
1984

Welcome to C&VG's Book of Games III! When we brought you the original Book of Games, featured in last year's February issue, it proved so popular that we almost ran out of magazines. You obviously liked it — so we decided to bring you the pick of the games programs again this year. Inside you'll find all manner of weird and wonderful creatures which will take you on exciting journeys into worlds beyond your imagination!

All that and we've got prizes in store for you too! If you see the special C & VG's Competition Star at the top of the page then you'll know that the listing below it qualifies for our Book of Games Hi-Score Competition.

We've dipped into our software file and come up with top games tapes for the top five scorers on each of our selected listings. All you have to do is fill in the Book of Games Hi-Score coupon below, get somebody to witness it for you and send it to, Book of Games Hi-Scores, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date for the competition is February 16th so hurry and get those entries in!

If you can manage to get us a screen shot to prove your hi-scoring activities that could help your chances too. We're afraid we can only accept one entry per coupon — so choose the game that you're best at!

We hope you'll enjoy playing the games we've chosen for you, but remember if you have any problems with listings in this Book of Games then contact the C & VG Bughunter at the above address and he'll attempt to help you out. But for now — play on!

BOOK OF GAMES HI-SCORES

Name

Address

Game

Score

Witness's signature

CHOPPER CHASE 3

Can you drop vital supplies to troops in the battlezone without getting zapped by the horrible homing missiles? A 1k wonder for the ZX81.

FOUR IN A LINE 4

Try making the right connection on your Texas TI 99/4a in this version of the popular board game.

ESCAPE

If you are too greedy you'll never get out of the money maze — but if you're quick enough you could make some extra cash on your way to the exit! Test your nerve on the ZX81.

TARGET 10

When they asked me if I was good with a bow and arrow I didn't think I'd end up bouncing around on a trampoline! You are quite welcome to take my place — if you've got an Atari 400/800 that is.

BATTLE 12

Venture into a world of wicked wizards, scheming Kings and cunning jesters in this battle of wits for two players and a Spectrum.

CAVERN RAIDER 15

You have invaded the secret underground headquarters of a nasty bunch of evil aliens. Can you clear the cavern and survive? Space action on the Sharp MZ80K.

BLACKPOOL TOWER 17

The strangest adventures start in the most ordinary places — this one begins in your bedroom! Alternative adventuring on an Oric-1.

FRONT GUNNER 21

Patrolling the outer limits of Federation space, your battle cruiser is attacked by waves of creatures from beyond the galaxy. Can you defend your ship? Fast and furious fun on the Electron.

ZOMBIES 24

Are you cunning enough to outwit the hordes of evil Zombies out for your blood? Find out on your Vic-20.

METEOR ATTACK 26

A bunch of unfriendly aliens have constructed a space platform in orbit around the Earth and they are dropping giant meteors on the planet! Stop them indulging in this anti-social habit with your Texas TI 99/4a.

FROGGA 27

What Book of Games would be complete without our little green pal? Help Frogga reach his home on your ZX81.

SNAKES 30

You have to be a really slippery customer to master Sid the Snake. Are you up to it? Practice your scales on the Commodore 64.

CAVERN BLAST 32

Meanwhile back in space . . . those aliens are up to their old tricks again. They have discovered your underground fortress and want to wipe it out. Beat off their attack with your Spectrum.

MILLIMAN 34

Who wants to be a millionaire? You all do! And now here's your chance. Max the Milliman will help you make a mint on your Spectrum.

WUMPUS 37

The Wumpus is a much sought after creature — even though it smells awful! Hunt it down on your Vic-20.

PSYCHO-CIRCUIT 43

Rev-up your Atari for an attack on the world speed record. But watch out for the rocks!

SHUTTLE 46

Can you carry vital supplies to the exploration team on a barren planet before their time runs out? Fly to the stars on your BBC B.

SIMON 47

Can you keep up with your computer? Find out with this game and your BBC B.

REACT 48

The nuclear reactor is going critical and only you can stop it! Only you and your Texas TI 99/4a that is.

CIRCUS 50

Welcome to the Big Top. We've got a great competition for you. Can you beat the bouncing balls and the clock? Roll up all you Dragon owners!



You are a helicopter pilot in the thick of the action during a military exercise. Your job is to deliver vital supplies to a regiment behind enemy lines. You must drop the supplies bang on target otherwise the enemy will rush out and grab them. Each flight you make is worth ten points. The enemy has a heat-seeking missile which could cause you a few problems — unless you manage to avoid it. You must not fly too low as the chopper will crash. If you go off the screen, the mission is over. How many successful flights can you make? Remember, if you are among the top five scorers on this game you'll be on line for a prize in our grand Book of Games top scores competition. All you have to do is cut out the coupon on the contents page, fill in your score and get it witnessed and then send it in to us at C & VG. If you win, we'll send you some games tapes for your ZX81. Happy landings!

```

10 PAUSE 200
20 LET S=0
30 LET A=INT (RND*10)*2
40 LET B=1
50 LET C=0
60 LET D=0
70 PRINT AT A,B; "-----"
80 PRINT AT A+1,B-1; "L"
90 PRINT AT A+2,B-1; "L"
100 PRINT AT C,D; "X"
110 PRINT AT C,D; "X"
120 IF A=10 AND B=15 THEN LET S=S+10
130 IF A=C AND B=D THEN GOTO 20
140 IF A=C AND B=D THEN PRINT S
150 PRINT "MISSIONS DELIVERED";K
160 IF A+2=20 THEN STOP
170 PRINT AT 20,15; "+"
180 LET B=B+2*(INKEY$="8")-2*(INKEY$="5")
190 LET A=A+2*(INKEY$="6")-2*(INKEY$="7")
200 IF C<A THEN LET C=C+1
210 IF C>A THEN LET C=C-1
220 IF C>A THEN LET C=C-1
230 IF D>B THEN LET D=D-1
240 IF D<B THEN LET D=D+1
250 CLS
260 IF A=20 THEN GOTO 270
270 GOTO 70
280 PRINT AT A+1,B-1; "*****"
290 GOTO 140

```


GAME: FOUR IN A LINE

AUTHORS: ANDREW WHITWORTH & STUART BUNT

RUNS ON: A TEXAS T.1/99.

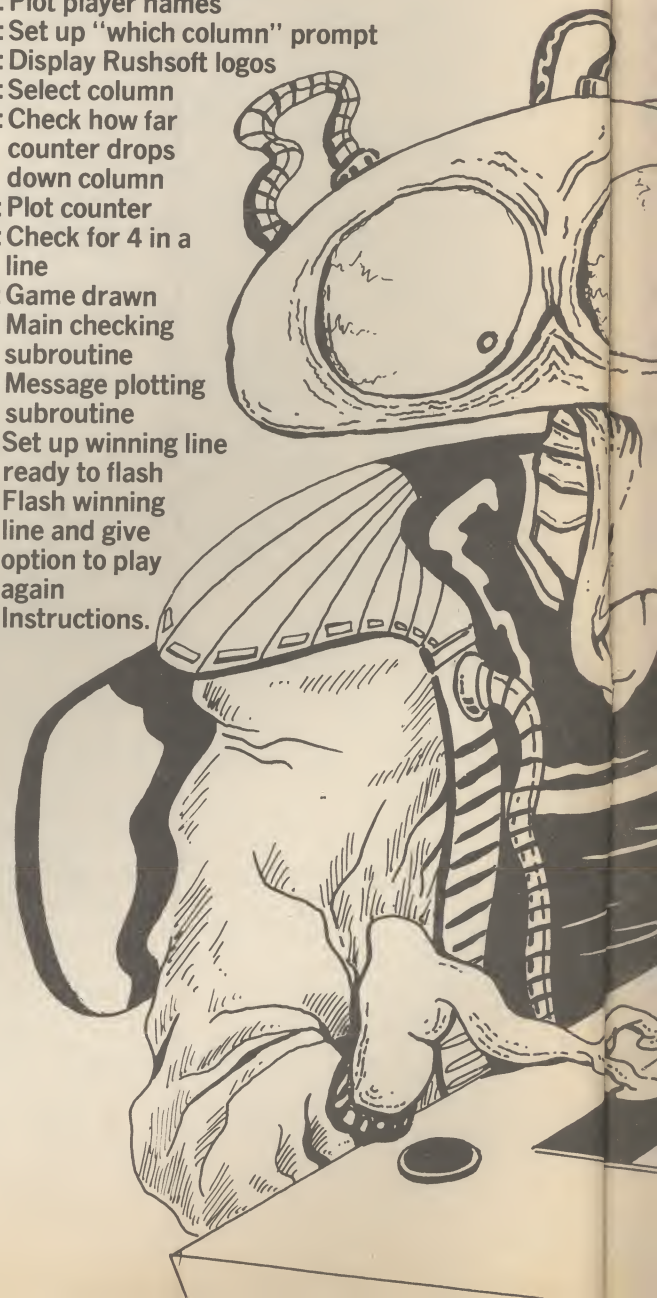
```
210 CALL CLEAR
220 FOR CH=96 TO 128 STEP 8
230 CALL CHAR(CH,"FFF8E0C0C08080
80")
240 CALL CHAR(CH+1,"FF1F07030301
0101")
250 CALL CHAR(CH+2,"808080C0C0E0
F8FF")
260 CALL CHAR(CH+3,"010101030307
1FFF")
270 NEXT CH
280 CALL CHAR(42,"3C7EFFFFFFFF7E
3C")
290 CALL CHAR(64,"FFFF00FF00FFFF
00")
300 CALL CHAR(100,"FC828282FC908
884")
310 CALL CHAR(101,"FC8080FC04040
4FC")
320 CALL CHAR(136,"3C7EFFFFFFFF7
E3C")
330 PRINT "ooooooooooooooooooooo
ooooooo
DO YOU WANT INSTRUCTIONS"
340 PRINT " (Y/N)

oooooooooooooooooooooooooooo"
350 PRINT :::::
360 CALL KEY(0,K,ST)
370 IF ST=0 THEN 360
380 IF (K=89)+(K=121) THEN 1890
390 IF (K=78)+(K=110) THEN 400 EL
SE 360
400 FOR INP=1 TO 2
410 CALL CLEAR
420 PRINT " NAME OF PLAYER";INP
:" MAX 10 CHARS -";
430 INPUT "":N$(INP)
440 IF LEN(N$(INP))>10 THEN 410
450 NEXT INP
460 CALL CLEAR
470 CALL SCREEN(16)
480 CALL COLOR(2,7,1)
490 CALL COLOR(9,5,1)
500 CALL COLOR(10,5,7)
510 CALL COLOR(11,5,4)
520 CALL COLOR(14,4,1)
530 FOR ROW=6 TO 16 STEP 2
540 FOR COL=9 TO 21 STEP 2
550 CALL HCHAR(ROW,COL,96)
560 CALL HCHAR(ROW,COL+1,97)
570 CALL HCHAR(ROW+1,COL,98)
580 CALL HCHAR(ROW+1,COL+1,99)
590 NEXT COL
```

This is a version of the well known Connect Four board game for two players. All the rules are included in the listing and will tell you everything you need to know about playing the game. But remember, when the computer asks you "which column", you press the key which corresponds to the column in which you want your counter to be placed. To place your counter in column three, simply press key three — and so on.

PROGRAM NOTES:

Lines	Function
210-	Clear screen
220- 270:	Define board characters
280- 320:	Define extra characters
330- 390:	Instructions option
400- 450:	Input names of players
460- 470:	Clear screen and set to white
480- 520:	Define graphic colours
530- 600:	Plot board
610- 660:	Dimension board away, put zero in each position to represent no piece present.
670- 690:	Plot column numbers
700- 740:	Plot player names
750- 780:	Set up "which column" prompt
790- 800:	Display Rushsoft logos
810- 920:	Select column
930- 960:	Check how far counter drops down column
970-1050:	Plot counter
1060-1190:	Check for 4 in a line
1200-1260:	Game drawn
1270-1430:	Main checking subroutine
1440-1540:	Message plotting subroutine
1550-1690:	Set up winning line ready to flash
1770-1880:	Flash winning line and give option to play again
1890-2000:	Instructions.




```

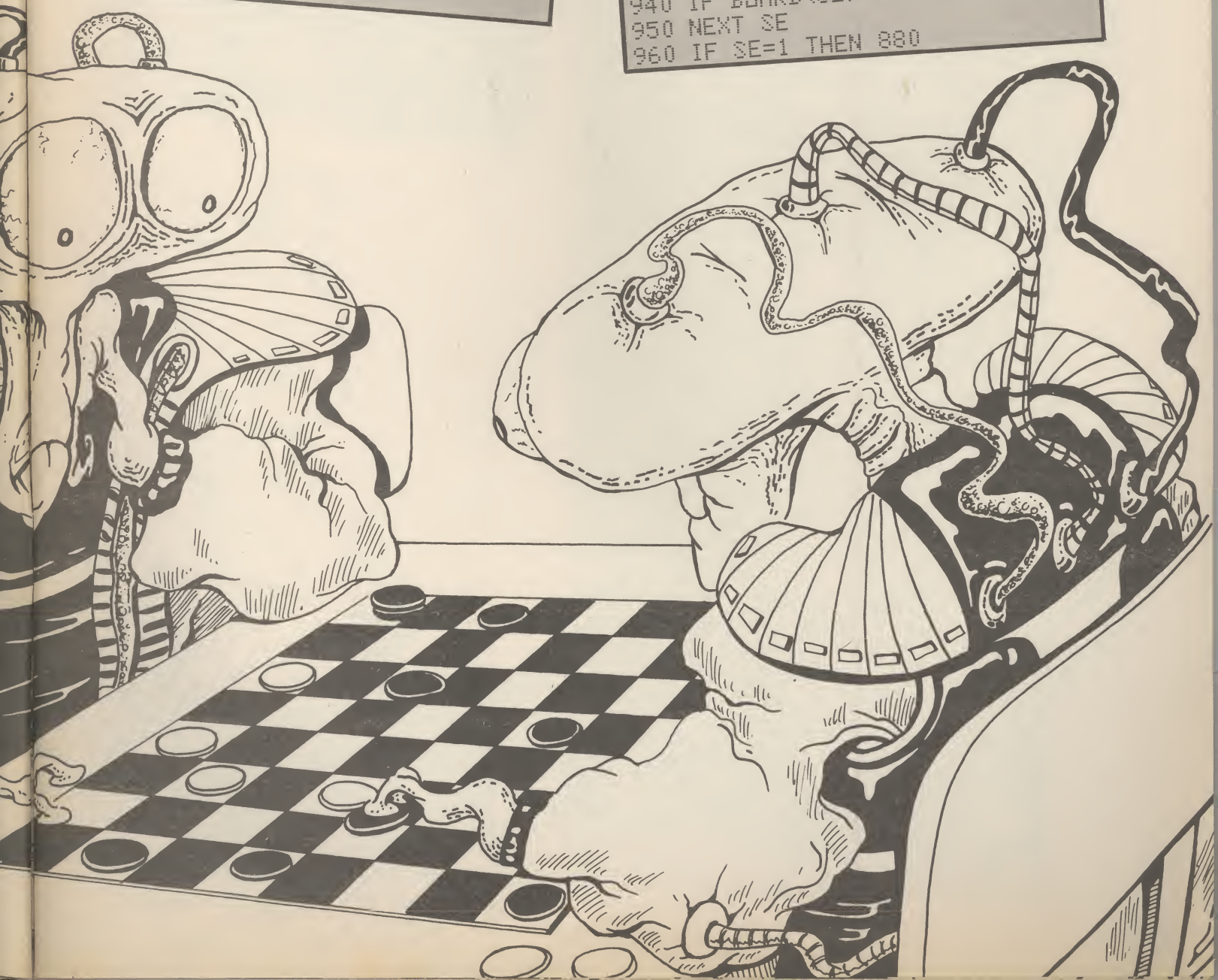
600 NEXT ROW
610 DIM BOARD(6,7)
620 FOR R=1 TO 6
630 FOR C=1 TO 7
640 BOARD(R,C)=0
650 NEXT C
660 NEXT R
670 FOR NM=1 TO 7
680 CALL HCHAR(18,8+NM*2,48+NM)
690 NEXT NM
700 L=13-LEN(N$(1))
710 ME$=N$(1)&"- "&CHR$(42)&" "&
CHR$(136)&"- "&N$(2)
720 ROP=2
730 COP=L
740 GOSUB 1440
750 ME$="WHICH COLUMN - "
760 ROP=22

```

```

770 COP=3
780 GOSUB 1440
790 CALL HCHAR(10,28,100)
800 CALL HCHAR(10,29,101)
810 FOR MAIN=1 TO 21
820 FOR PL=1 TO 2
830 ME$=N$(PL)
840 ROP=22
850 COP=18
860 CALL HCHAR(22,18,32,10)
870 GOSUB 1440
880 CALL KEY(0,K,ST)
890 IF ST=0 THEN 880
900 CALL SOUND(100,1000,0)
910 IF (K<49)+(K>55) THEN 880
920 COL=K-48
930 FOR SE=1 TO 6
940 IF BOARD(SE,COL) <> 0 THEN 960
950 NEXT SE
960 IF SE=1 THEN 880

```



GAME: FOUR IN A LINE

CONTINUED

```

970 CHA=96+8*PL
980 R=4+(SE-1)*2
990 C=COL*2+7
1000 CALL HCHAR(R,C,CHA)
1010 CALL HCHAR(R,C+1,CHA+1)
1020 CALL HCHAR(R+1,C,CHA+2)
1030 CALL HCHAR(R+1,C+1,CHA+3)
1040 V=SE-1
1050 BOARD(V,COL)=PL
1060 X=1
1070 Y=1
1080 GOSUB 1270
1090 X=0
1100 Y=1
1110 GOSUB 1270
1120 Y=0
1130 X=1
1140 GOSUB 1270
1150 Y=-1
1160 X=1
1170 GOSUB 1270
1180 NEXT PL
1190 NEXT MAIN
1200 ME$="    GAME DRAWN; PRESS A
NY KEY TO PLAY AGAIN"
1210 ROP=22
1220 COP=2
1230 CALL HCHAR(22,1,32,32)
1240 GOSUB 1440
1250 CLR=1
1260 GOTO 1850
1270 FL=0
1280 FOR RE=1 TO 2
1290 STX=COL
1300 STY=V
1310 FOR S=1 TO 4
1320 STY=STY+Y
1330 STX=STX+X
1340 IF (STX>7)+(STX<1) THEN 1400
1350 IF (STY>6)+(STY<1) THEN 1400
1360 IF BOARD(STY,STX) <> PL THEN
1400
1370 FL=FL+1
1380 IF FL=3 THEN 1550
1390 NEXT S
1400 X=-X
1410 Y=-Y
1420 NEXT RE
1430 RETURN
1440 OLDCOP=COP
1450 FOR PLOT=1 TO LEN(ME$)
1460 K=ASC(SEG$(ME$,PLOT,1))
1470 IF K<>59 THEN 1510
1480 ROP=ROP+1

```

```

1490 COP=OLDCOP
1500 GOTO 1530
1510 CALL HCHAR(ROP,COP,K)
1520 COP=COP+1
1530 NEXT PLOT
1540 RETURN
1550 IF PL=1 THEN 1580
1560 CLR=4
1570 GOTO 1590
1580 CLR=7
1590 CALL COLOR(13,5,CLR)
1600 FOR REP=1 TO 4
1610 C=7+STX*2
1620 R=4+STY*2
1630 CALL HCHAR(R,C,128)
1640 CALL HCHAR(R,C+1,129)
1650 CALL HCHAR(R+1,C,130)
1660 CALL HCHAR(R+1,C+1,131)
1670 STX=STX-X
1680 STY=STY-Y
1690 NEXT REP
1700 FOR FLASH=1 TO 20
1710 CALL COLOR(13,5,16)

```




```

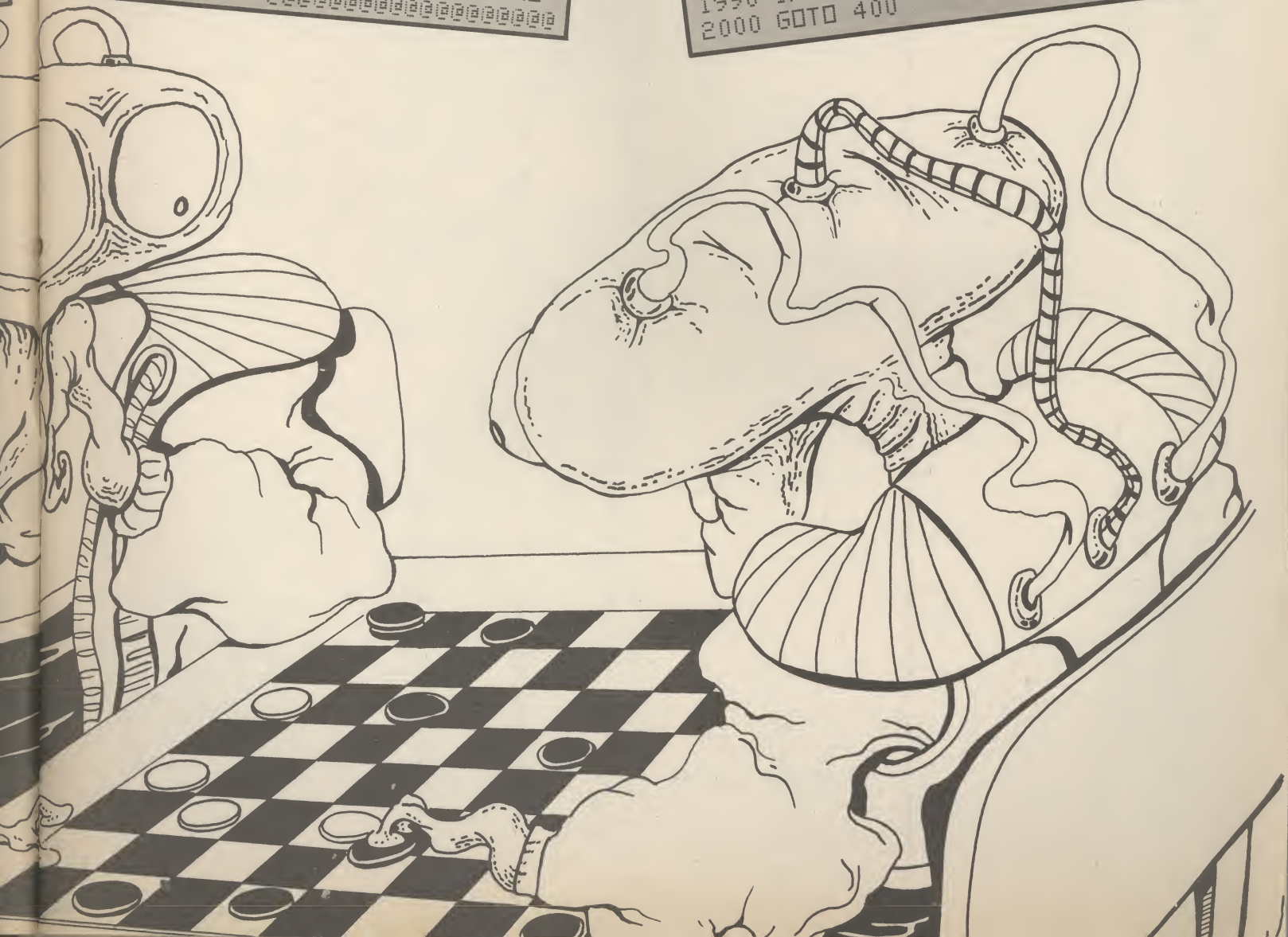
1720 CALL SOUND(100,330,0)
1730 CALL COLOR(13,5,CLR)
1740 CALL SOUND(100,660,0)
1750 NEXT FLASH
1760 ROP=22
1770 COP=3
1780 ME$=N$(PL)&" IS THE WINNER;
PRESS ANY KEY TO PLAY AGAIN"
1790 CALL HCHAR(22,1,32,32)
1800 GOSUB 1440
1810 CALL COLOR(13,5,16)
1820 CALL SOUND(100,330,0)
1830 CALL COLOR(13,5,CLR)
1840 CALL SOUND(100,660,0)
1850 CALL KEY(0,K,S)
1860 IF S=0 THEN 1810
1870 CALL CLEAR
1880 GOTO 530
1890 CALL CLEAR
1900 PRINT "#####
#####"::"
1910 PRINT "#####
#####

```

```

#####":
1920 PRINT ":" THE SCREEN SET UP
SIMULATES A VERTICAL GAME BOARD W
HIGH HAS SEVEN SLOTS AT THE TOP.
"
1930 PRINT " THE COUNTERS ARE DR
OPPED IN THE CHOSEN SLOTS AND COM
E TO REST WHEN THEY MEET EITHER"
1940 PRINT "ANOTHER COUNTER OR T
HE BASE OF THE BOARD."
1950 PRINT " THE WINNER IS THE F
IRST PLAYER TO COMPLETE A LIN
E OFFOUR EITHER HORIZONTALLY,"
1960 PRINT "VERTICALLY OR DIAGON
ALLY."
1970 PRINT ":" (PRESS ANY KEY TO
START) "::"#####
#####"
1980 CALL KEY(0,K,ST)
1990 IF ST=0 THEN 1980
2000 GOTO 400

```



GAME: ESCAPE

AUTHOR: K THORN AND A WESTHEAD

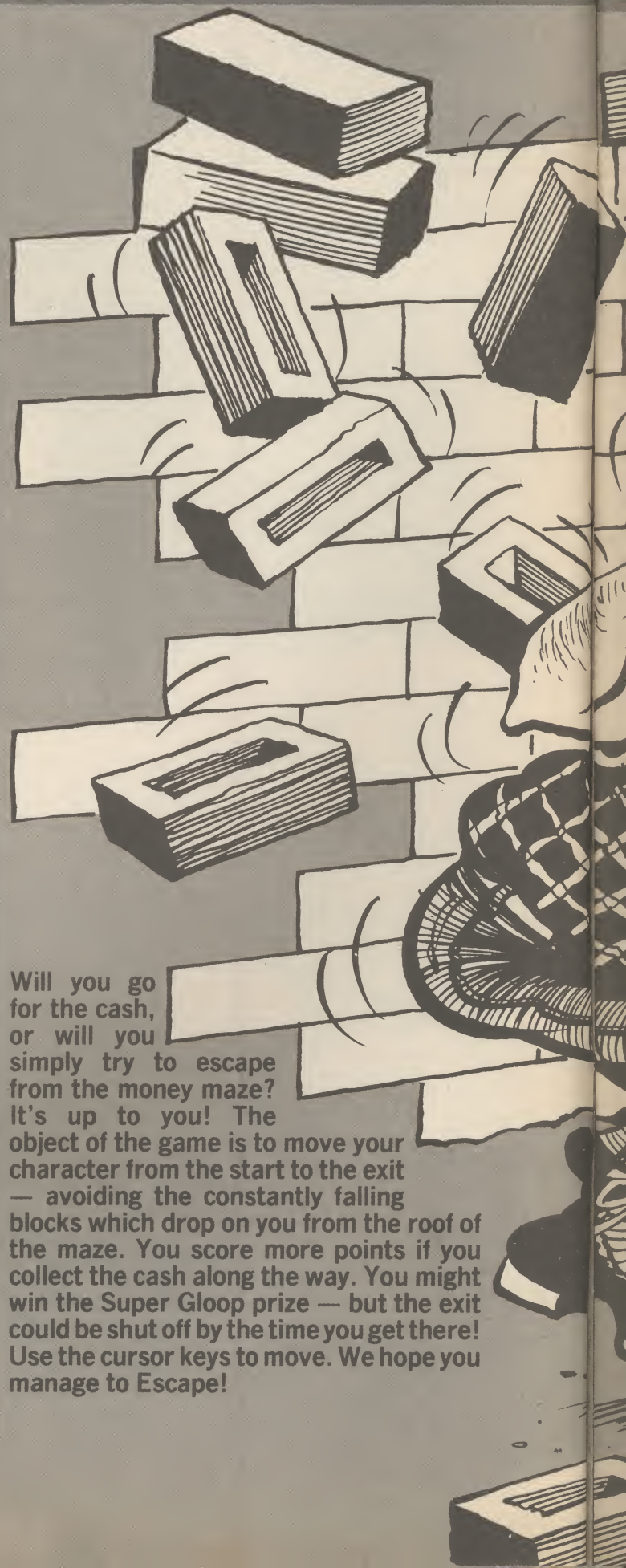
RUNS ON: A ZX81 IN 16K

REM

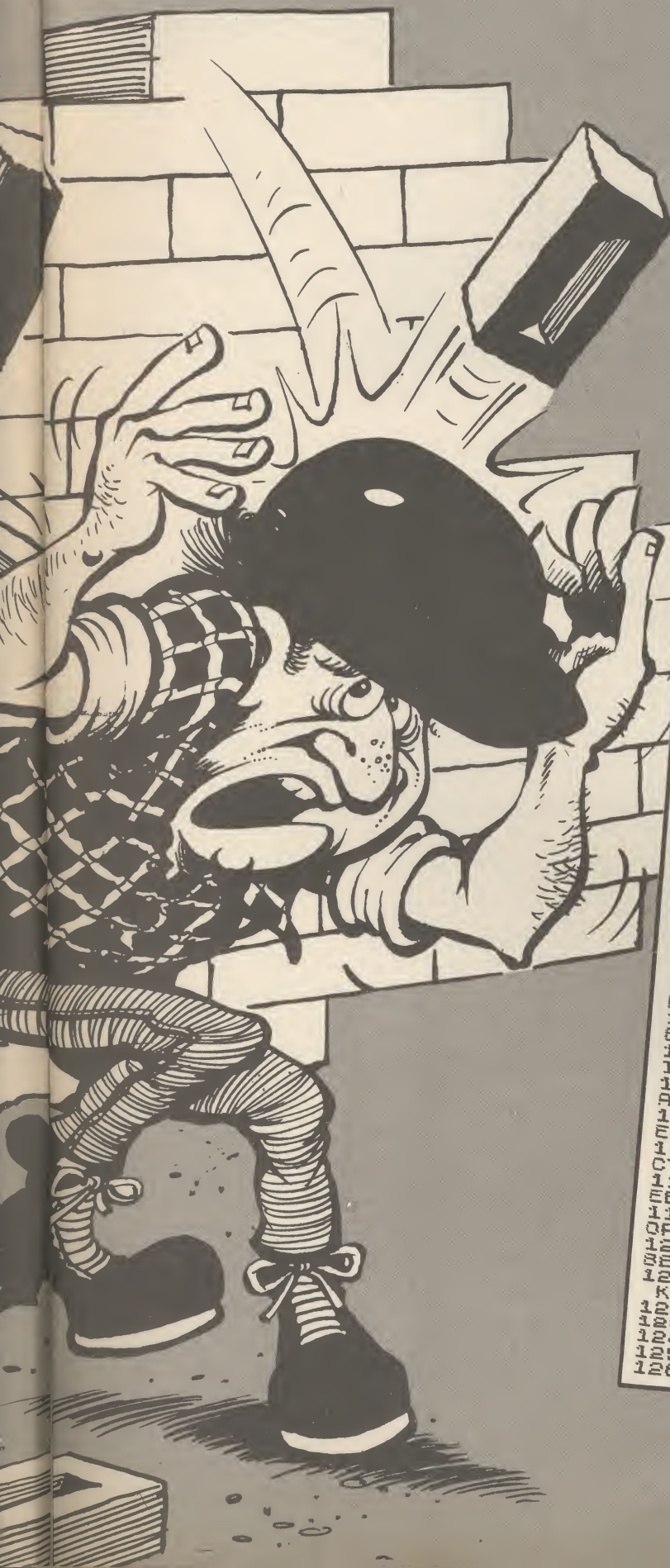
ESCAPE

(C) 1983 DERF SOFTWARE
K.THORN AND A.WESTHEAD

```
10 GOSUB 1100
20 FOR I=1 TO 10
30 LET H$(I)="" DERF SOFTWARE
RE
40 NEXT I
50 LET SC=0
60 LET LI=3
70 LET SR=1
80 FAST
90 CLS
100 LET A=1+PEEK 16396+256*PEEK
16397
110 LET NO=0
120 PRINT "SCORE" LIV
130 PRINT AT 0,8;SC
140 PRINT AT 0,23;(" " AND LI=
3);(" " AND LI=2)
150 FOR I=1 TO 20
160 POKE (I*33)+A,8
170 POKE (I*33)+A+31,8
180 NEXT I
190 PRINT AT 21,0;""
200 FOR I=1 TO 100
210 LET K=INT (RND*724)+A
220 IF PEEK K<>0 THEN GOTO 210
230 POKE K,8
240 NEXT I
250 FOR I=1 TO 10
260 LET K=INT (RND*724)+A
270 IF PEEK K<>0 THEN GOTO 260
280 POKE K,13
290 NEXT I
300 PRINT AT 1,1;" " AT 2,1;"
AT 3,1;" " AT 19,28;" "
AT 20,28;" " AT 18,28;" "
310 LET PO=A+35
320 SLOW
330 PRINT AT 20,30;" "
340 IF PEEK PO<>0 THEN GOTO 430
350 POKE PO,139
360 LET P1=PO
370 LET PO=PO+(INKEY$="8")-(INKEY
EY$="5")+(33 AND INKEY$="6")-(33
AND INKEY$="7")
380 LET J=INT (RND*659)+A+33
390 IF PEEK J=118 THEN GOTO 380
400 POKE J,8
410 POKE P1,0
420 GOTO 330
430 IF PEEK PO<>13 THEN GOTO 48
0
440 LET NO=NO+1
450 LET SC=SC+10
460 PRINT AT 0,8;SC
470 GOTO 350
480 IF PEEK PO=6 THEN GOTO 540
490 IF PEEK PO<>173 THEN GOTO 5
40
500 FOR I=1 TO 20
510 PRINT AT I,I;"*FANTASTIC*"
520 NEXT I
530 GOTO 810
540 FOR I=1 TO 50
550 POKE PO,6
560 POKE PO,134
570 POKE PO,8
580 NEXT I
590 LET LI=LI-1
600 IF LI=0 THEN GOTO 680
610 FOR I=1 TO 10
620 PRINT AT 0,22+LI;" "
630 PRINT AT 0,22+LI;" "
640 NEXT I
650 PRINT AT 0,22+LI;" "
660 PRINT AT 21,7;" "
```



Will you go for the cash, or will you simply try to escape from the money maze? It's up to you! The object of the game is to move your character from the start to the exit — avoiding the constantly falling blocks which drop on you from the roof of the maze. You score more points if you collect the cash along the way. You might win the Super Gloop prize — but the exit could be shut off by the time you get there! Use the cursor keys to move. We hope you manage to Escape!



```

570 GOTO 300
580 FOR I=1 TO 20
590 PRINT AT I,1;"
700 NEXT I
710 PRINT AT 21,7;"
720 IF SC>VAL H$(10) ( TO 5) THE
N GOSUB 970
730 PRINT AT 2,12;"
740 PRINT AT 4,8;"
750 FOR I=1 TO 10
760 PRINT AT I+5,4;I,TAB 7;H$(I
) ( TO 5);TAB 14;H$(I) (6 TO )
770 NEXT I
780 PRINT AT 17,5;"ANY KEY FOR
A NEW GAME"
790 IF INKEY$="" THEN GOTO 790
800 GOTO 50
810 FOR I=1 TO 20
820 NEXT I
830 FOR I=1 TO 20
840 PRINT AT I,1;"
850 NEXT I
860 PRINT AT 6,2;"WELL DONE.YOU
HAVE CLEARED
870 PRINT AT 8,8;"SCREEN NUMBER
";SR
880 PRINT AT 10,10;"BONUS = ";S
R*10
890 IF NO=10 THEN GOSUB 940
900 LET SC=SC+(SR*10)
910 LET SR=SR+1
920 PAUSE 300
930 GOTO 80
940 PRINT AT 12,4;"SUPER GLOOP
BONUS = 100"
950 LET SC=SC+100
960 RETURN
970 PRINT AT 1,3;"HI-SCORE.TYPE
IN YOUR NAME"
980 INPUT N$
990 LET P=11
1000 FOR I=10 TO 1 STEP -1
1010 IF SC>VAL H$(I) ( TO 5) THEN
LET P=P-1
1020 NEXT I
1030 FOR I=9 TO P STEP -1
1040 LET H$(I+1)=H$(I)
1050 NEXT I
1060 LET H$(P) ( TO 5)=STR$ SC
1070 LET H$(P) (6 TO )=N$
1080 PRINT AT 1,1;"
1090 RETURN
1100 PRINT "
1110 PRINT "
1120 PRINT "
1130 PRINT " THE OBJECT OF TH
E GAME IS TO"
1140 PRINT " MOVE YOUR CHARACT
ER FROM THE"
1150 PRINT " START TO THE EX
IT AVOIDING"
1160 PRINT "THE BLOCKS CONST
ANTLY FALLING"
1170 PRINT " FROM THE ROOF.US
E THE CURSOR"
1180 PRINT "KEYS TO MOVE.COLLE
CT THE CASH"
1190 PRINT "FOR MORE POINTS.GR
EED COULD GET"
1200 PRINT " YOU THE SUPER GLO
OP BONUS BUT"
1210 PRINT " THE EXIT MIGHT
BE SHUT OFF"
1220 PRINT " GOOD LUCK AND ANY
KEY TO BEGIN"
1230 DIM H$(10,20)
1240 IF INKEY$="" THEN GOTO 1230
1250 RETURN
1260 SAVE "ESCAPE"
1270 RUN

```


GAME: TARGET

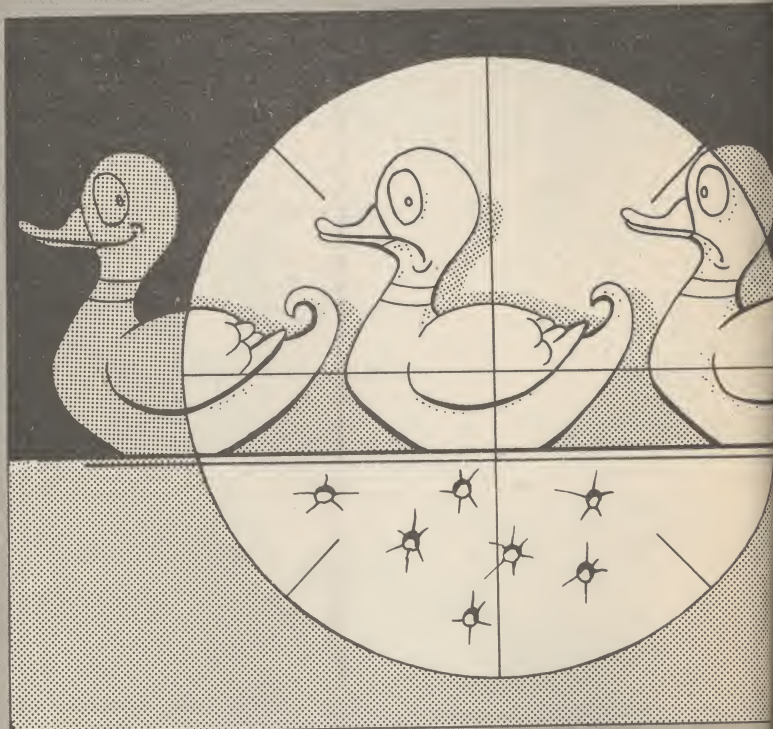
AUTHOR: KENNETH WOODWARD

RUNS ON: AN ATARI 400/800 IN 16K JOYSTICK OR KEYBOARD

Phew! When they asked me if I was any good with a bow and arrow I didn't think I would end up bouncing around on a trampoline. Well, you wouldn't would you! But that's just what I'm doing — bouncing up and down attempting to fire arrows at a target — and it's no easy task I can tell you! Once I've finished you are quite welcome to have a go. But I'd advise you to take a few seasick pills first!

The object of the game is to score as many points as possible by hitting the target with your arrows. You'll have to judge exactly the right moment to fire to get those big scores. You'll score 200 points if you hit the target's outer ring, 300 for the red ring, 100 for a hit on the inner ring and 500 for a bulls-eye. There are nine skill levels.

Amending lines 380 and 420 as below allows the keyboard space bar to fire missiles instead of the joystick button. 380/420: IF PEEK(764) = 33 THEN POKE 764, 255: POP: GOTO 460



```
10 REM *****TARGET*****
20 REM BY K.WOODWARD MARCH 1983
30 REM TEL: (0495) 215222
40 GRAPHICS 5:POKE 710,0:A=PEEK(560)+256
*PEEK(561):POKE A+6,6
50 IF PEEK(A)<>66 THEN A=A+1:GOTO 50
60 POKE A,70:POKE A+3,6:POKE A+4,6:POKE
A+5,65:POKE A+6,PEEK(A+7):POKE A+7,PEEK(
A+8):REM CUSTOM SCREEN
70 POKE 87,1:POSITION 4,1:? #6;"PLEASE W
AIT":FOR W=1 TO 500:NEXT W
80 POKE 559,0:REM SCREEN OFF
90 GOSUB 630:REM DRAW TARGET
100 GOSUB 1110:REM V BLANK+PLAYERS
110 HIGH=0:WHERE=53253
120 REM
130 HITCLR=53278:SHOTS=10:LEVEL=0:SCORE=
0
140 POKE 87,1:POSITION 2,1:? #6;"select
level
"
150 POKE 704,216:POKE 705,0:REM PLAYER C
OL
160 POKE PLH,33:POKE PLH+1,15:POKE 53256
,0:REM PLAYER HEIGHT
170 POKE PLX,194:POKE PLY,30:REM PLAYER
0 INITIAL POS
180 POKE PLX+1,194:POKE PLY+1,30:REM PLA
YER 1 INITIAL POS
190 IF LEVEL>9 THEN LEVEL=0
200 POKE 87,1:POSITION 17,1:? #6;LEVEL
210 FOR W=1 TO 250:NEXT W
220 KEY=PEEK(53279):POKE KEY,8
230 IF KEY=3 THEN 1070:REM SHOW HIGH SCO
RE
240 IF KEY=6 THEN 280
250 SOUND 0,50,10,2:FOR W=1 TO 20:NEXT W
:SOUND 0,0,0,0
```

```
260 IF KEY=5 THEN LEVEL=LEVEL+1:SOUND 0,
20,10,8:FOR W=1 TO 5:NEXT W:SOUND 0,0,0,
0:GOTO 190
270 GOTO 220
280 TOTAL=0
290 ? "level=";LEVEL;" score=";SCORE
300 ? "shots=";SHOTS;" total=";TOTAL
310 ? " "
320 REM MOVE BOTH PLAYERS +
321 REM IF STRIG(0)=0 OR PEEK(764)=33 TH
EN POKE 764,255:POP :GOTO 460
330 REM
340 M=INT(2*RND(0))+LEVEL+1
350 POKE 77,0
360 FOR MOVE=31 TO 140 STEP M
370 POKE PLY,MOVE:POKE PLY+1,MOVE
380 IF STRIG(0)=0 THEN POP :GOTO 460
390 NEXT MOVE
400 M=INT(2*RND(0))+LEVEL+1
410 FOR MOVE=139 TO 30 STEP -M
420 IF STRIG(0)=0 THEN POP :GOTO 460
430 POKE PLY,MOVE:POKE PLY+1,MOVE
440 NEXT MOVE
450 GOTO 340
460 POKE 623,4:POKE 705,95:REM MISSILE F
IRED
470 FOR MISSILE=195 TO 55 STEP -4:POKE P
LX+1,MISSILE:POKE HITCLR,1:SOUND 0,4,0,2
:NEXT MISSILE:SOUND 0,0,0,0
480 FOR W=1 TO 3:SOUND 0,4,0,8:NEXT W:SO
UND 0,0,0,0:POKE 87,1:POSITION 2,1
490 IF PEEK(WHERE)=5 AND MOVE>56 AND MOV
E<98 THEN 1000:REM INNER RING
500 IF PEEK(WHERE)=7 THEN 880:REM BULLS
EYE
510 IF PEEK(WHERE)=4 OR PEEK(53253)=0 TH
```



```

EN 750:REM OFF TARGET
520 IF PEEK(WHERE)=5 THEN 830:REM OUTER
RING
530 IF PEEK(WHERE)=6 THEN GOTO 950:REM R
ED RING
540 ? :? :? :FOR W=1 TO 100:NEXT W
550 SHOTS=SHOTS-1:? "level=";LEVEL;" sco
re=";SCORE
560 ? "shots=";SHOTS;" total=";TOTAL *
570 ? " "
580 IF SHOTS<1 THEN GOTO 1050:REM END OF
THE PROGRAM
590 POKE 705,0:GOTO 320
600 REM SOUND FOR HITS
610 FOR S=120 TO 1 STEP -2:SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0
620 FOR S=1 TO 5:SOUND 0,Z,10,10:FOR W=1
TO 50:NEXT W:SOUND 0,0,0,0:NEXT S:RETUR
N
630 REM DRAW BOARD
640 POKE 87,5
650 POKE 708,164:COLOR 1:PLOT 5,5:DRAWTO
5,23
660 POKE 709,52:COLOR 2:PLOT 5,8:DRAWTO
5,20
670 PLOT 6,14
680 COLOR 1:PLOT 5,11:DRAWTO 5,17
690 POKE 710,8:COLOR 3:PLOT 3,2:DRAWTO 3
,26
700 PLOT 4,4:DRAWTO 4,24
710 PLOT 0,26:DRAWTO 3,26:DRAWTO 7,30
720 COLOR 1:PLOT 0,30:DRAWTO 8,30:DRAWTO
8,34:DRAWTO 79,34
730 RETURN
740 REM SCORES
750 REM OFF TARGET
760 ? #6;"mIsSeD tHe TaRgEt"
770 FOR S=1 TO 120:SOUND 0,S,10,10:NEXT
S:SOUND 0,0,0,0
780 SCORE=0
790 FOR WALK=195 TO 58 STEP -1:POKE PLX,
WALK:NEXT WALK
800 FOR W=1 TO 50:NEXT W
810 FOR WALK=59 TO 195:POKE PLX,WALK:POK
E PLX+1,WALK:NEXT WALK
820 GOTO 540
830 REM OUTER RING
840 ? #6;"OUTER RING HIT "
850 Z=60:GOSUB 600
860 SCORE=200:TOTAL=TOTAL+SCORE
870 GOTO 540
880 REM BULLS EYE
890 ? #6;"bulls eye hit "
900 FOR S=120 TO 1 STEP -2:SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0

```

```

910 FOR S=1 TO 120 STEP 2:SOUND 0,S,10,1
0:NEXT S:SOUND 0,0,0,0
920 FOR S=120 TO 1 STEP -2:SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0
930 SCORE=500:TOTAL=TOTAL+SCORE
940 GOTO 540
950 REM RED RING
960 ? #6;"red ring hit "
970 Z=10:GOSUB 600
980 SCORE=300:TOTAL=TOTAL+SCORE
990 GOTO 540
1000 REM GREEN MIDDLE
1010 ? #6;"GREEN RING HIT "
1020 Z=40:GOSUB 600
1030 SCORE=100:TOTAL=TOTAL+SCORE
1040 GOTO 540
1050 FOR W=1 TO 250:NEXT W
1060 IF TOTAL>HIGH THEN HIGH=TOTAL
1070 POKE 87,1:POSITION 2,1:? #6;"high "
;HIGH;" you ";TOTAL
1080 FOR W=1 TO 500:NEXT W
1090 POSITION 2,1:? #6;"
"
1100 GOTO 120
1110 REM INITIALIZE VERTICAL BLANK
1120 FOR I=1536 TO 1706:READ A:POKE I,A:
NEXT I
1130 FOR I=1774 TO 1787:POKE I,0:NEXT I
1140 REM SET PMBASE AND DRAW PLAYERS
1150 PM=PEEK(106)-16:PMBASE=256*PM
1160 FOR I=PMBASE+1023 TO PMBASE+2047:PO
KE I,0:NEXT I
1170 FOR I=PMBASE+1025 TO PMBASE+1057:RE
AD A:POKE I,A:NEXT I
1180 FOR I=PMBASE+1291 TO PMBASE+1293:RE
AD A:POKE I,A:NEXT I
1190 PLX=53248:PLY=1780:PLH=1784
1200 POKE 559,62:POKE 623,1:POKE 1788,PM
+4:POKE 53277,3:POKE 54279,PM
1210 X=USR(1696)
1220 RETURN
1230 REM V/BLANK DATA
1240 DATA 162,3,189,244,6,240,89,56,221,
240,6,240,83,141,254,6,106,141,255,6,142
,253,6,24,169,0,109,253,6
1250 DATA 24,109,252,6,133,204,133,206,1
89,240,6,133,203,173,254,6,133,205,189,2
48,6,170,232,46,255,6,144
1260 DATA 16,168,177,203,145,205,169,0,1
45,203,136,202,208,244,76,87,6,160,0,177
,203,145,205,169,0,145,203
1270 DATA 200,202,208,244,174,253,6,173,
254,6,157,240,6,189,236,6,240,48,133,203
,24,138,141,253,6,109,235
1280 DATA 6,133,204,24,173,253,6,109,252
,6,133,206,189,240,6,133,205,189,248,6,1
70,160,0,177,203,145,205,200
1290 DATA 202,208,248,174,253,6,169,0,15
7,236,6,202,48,3,76,2,6,76,98,228,0,0,10
4,169,7,162,6,160,0,32,92
1300 DATA 228,96
1310 REM PLAYER DATA
1320 DATA 15,25,49,17,29,5,13,17,23,214,
127,95,15,15,15,15,15,15,15,15,15,15,
15,6,6,6,6,6,6,14,10
1330 DATA 3,254,3

```

COMMENTS ON LISTING

The following statements to be typed
in inverse

Line 140	'SELECT LEVEL'
290	'=' (both)
300	'SHOTS=' & 'TOTAL='
560	'SHOTS=' & 'TOTAL='
1070	'HIGH' & 'YOU'

All statements following REM's

GAME: BATTLE

AUTHOR: JONATHAN VILLAS

RUNS ON: A SPECTRUM IN 16K

```

1 BORDER 7: PAPER 7: INK 0: C
L5 : PRINT AT 0,0: " STOP TAPE,A
ND PRESS ANY KEY. ": PAUSE 0: C
L5
5 GO SUB 1000
20 BORDER 0: PAPER 0: INK 6: C
L5
800 PRINT INK 7: PAPER 2: FLASH
1: AT 1,8: "START THE TAPE."
810 LOAD
1000 RESTORE 1000: FOR z=0 TO 7:
READ a: POKE USA "a"+z,a: NEXT
z: DATA 16,56,124,254,16,16,16,0
1010 RESTORE 1010: FOR f=1 TO 6:
FOR g=0 TO 7: READ a: POKE USA
CHR$( (144+f)+g,a: NEXT g: NEXT f
1015 DATA 0,51,51,63,22,22,30,31
0,0,0,0,0,102,102,255,0,204,204
0,0,0,0,0,104,104,120,248
0,252,104,104,120,248
1020 DATA 219,219,255,223,255,22
3,255,223,153,255,255,231,195,19
5,195,195
1021 DATA 219,219,255,251,255,25
1,255,251
1030 RESTORE 1035: FOR z=0 TO 7:
READ a: POKE USA "h"+z,a: NEXT
z: FOR z=0 TO 7: READ a: POKE US
A "i"+z,a: NEXT z: FOR z=0 TO 7:
READ a: POKE USA "j"+z,a: NEXT
z
1035 DATA 0,16,16,186,238,214,17
0,254,0,0,16,24,28,62,127,255,32
0,16,24,153,219,126,60,60
1040 FOR z=0 TO 7: READ a: POKE
USA "k"+z,a: NEXT z: DATA 0,0,0,
112,248,248,248,112
1100 RETURN

```

MOVEMENTS

	King	Jester	Wizard
North	Kn	jn	wn
South	Ks	js	ws
East	Ke	je	we
West	Kw	jw	ww

MAIN VARIABLES:

a, b: position of player 1's king
c, d: position of player 1's wizard
e, f: position of player 1's jester
a1, b1: position of player 2's king
c1, d1: position of player 2's wizard
e1, f1: position of player 2's jester

The loader program sets up user-defined graphics.

LOOPS:

130-198 — checks inputs
500-599 — spell-throwing
700-810 — redraws scenery
2000-3000 — castle won!

```

1 POKE 23609,30: RESTORE 1: F
OR z=0 TO 7: READ a: POKE USA "L
"+z,a: NEXT z: DATA 15,17,33,66,
100,248,192,0
5 READ dag,dag1,inv,inv1: DAT
A 0,0,0,0
10 INK 1: CLS
15 BRIGHT 1: PRINT AT 5,19: IN
K 2: "0": AT 16,13: INK 7: "0"
20 PRINT AT 17,0: "
D 16: PRINT AT n,16: "": FOR n=2 T
PRINT AT 2,14: "": NEXT n:
22 BRIGHT 0: INK 6: PRINT AT 0
,15: "BCD": AT 1,15: "EFG"
25 FOR n=1 TO 45: PRINT AT INT
(RND*16)+1,INT (RND*10)+1, INK
4: "A": NEXT n: FOR n=1 TO 45: PR
INT AT INT (RND*16)+1,INT (RND*1
0)+20, INK 4: "A": NEXT n
30 PRINT AT 7,15: INK 2: "===":
AT 14,15: "===":
35 GO SUB 800
40 BRIGHT 0
100 LET a=13: LET b=5: LET c=8:
LET d=5: LET e=3: LET f=5: LET
a1=5: LET b1=25: LET c1=10: LET
d1=25: LET e1=15: LET f1=25
105 LET p=1
110 PRINT AT 7,15: INK 2: "===":
AT 14,15: INK 2: "===":
111 INK 6: PRINT AT a,b: "H": AT
c,d: "I"
112 IF inv=0 THEN PRINT AT e,f:
"J"
114 IF inv=1 THEN PRINT AT e,f:
BRIGHT 1: INK 0: " "
115 IF b=30 THEN PRINT AT 19,0:
"PLAYER 1 HAS WON THE CASTLE!!"
BEEP 1,30: GO SUB 2000: GO TO 3
000
120 BRIGHT 1: INK 5: PRINT AT a
1,b1: "H": AT c1,d1: "I"
124 IF inv1=0 THEN PRINT AT e1,
f1: "J"
128 IF inv1=1 THEN PRINT AT e1,
f1: INK 0: BRIGHT 1: " "
129 IF b1=1 THEN PRINT AT 19,0:
"PLAYER 2 HAS WON THE CASTLE!!"

```

Venture into a world of wicked wizards, scheming kings and cunning jesters and win control of a castle!

This is a graphic strategy game for two players. The aim of the game is to gain control of your opponent's castle by moving your king to the opposite side of the screen and killing the enemy ruler. Your king has two helpers — his jester and a wizard.

The jester can kill a king with his dagger. He can pick up his dagger by standing next to it — on the right — and pressing the "p" key. He can then stab the king once he gets near enough and if you press the "s" key. He can also be made invisible by typing in "jni". To make him visible again, you must type in "o" after entering the jester's direction — for example "jno".

The wizard can throw spells in any direction, as long as he is not directly facing anything, by typing in a direction and then "f" — for example, wnf" etc.

If his spell hits anything, that character will be frozen for a turn. This spell will also affect any character standing on a magical bridge — whether it hits them or not.


```

BEEP 1,30: GO SUB 2000: GO TO 3
200 BRIGHT 0: PRINT INK P+5; AT
18,0; "PLAYER "; P; " TO MOVE." IN
K 4; "What is your move?"
140 INPUT "Move?"; m$
150 IF LEN m$=1 THEN GO TO 195
170 LET u=0: LET v=0: IF m$(2)=
"n" THEN LET u=-1
171 IF m$(2)="s" THEN LET u=1
172 IF m$(2)="w" THEN LET v=1
174 IF m$(2)="k" THEN LET v=-1
180 IF m$(1)="k" THEN GO TO 200
185 IF m$(1)="w" THEN GO TO 300
190 IF m$(1)="j" THEN GO TO 400
195 IF m$(1)="p" THEN GO TO 900
196 IF m$(1)="s" THEN GO TO 100
198 GO TO 130
200 IF P=1 AND ATTR (a,b) <> 6 TH
EN PRINT AT a,b; INK 0; "PRIN
T AT 19,0; "YOUR KING
": BEEP 1,-21: PRINT AT 19,0; "
GO TO 130
210 IF P=2 AND ATTR (a1,b1) <> 69
THEN PRINT AT a1,b1; INK 0; "■":

```

```

PRINT AT 19,0; "YOUR KING IS FRO
ZEN!!": BEEP 1,-22: PRINT AT 19,
0; "
": GO TO 130
217 INK 7: IF P=2 THEN GO TO 23
220 IF ATTR (a+u,b+v) <> 1 AND AT
TR (a+u,b+v) <> 2 AND ATTR (a+u,b+
v) <> 7 AND ATTR (a+u,b+v) <> 0 THEN
GO TO 600
225 GO TO 250
230 IF ATTR (a1+u,b1+v) <> 1 AND
ATTR (a1+u,b1+v) <> 2 AND ATTR (a1
+u,b1+v) <> 7 AND ATTR (a1+u,b1+v)
<> 0 THEN GO TO 600
250 IF P=1 THEN PRINT AT a,b; "
": LET a=a+u: LET b=b+v: LET P=2
: GO TO 110
260 PRINT AT a1,b1; " ": LET a1=
a1+u: LET b1=b1+v: LET P=1: GO T
O 110
300 IF P=1 AND ATTR (c,d) <> 6 TH
EN PRINT AT c,d; INK 0; "■": PRIN
T AT 19,0; "YOUR WIZARD IS FROZEN
!!": BEEP 1,-20: PRINT AT 19,0; "
GO TO 130
305 IF P=2 AND ATTR (c1,d1) <> 69
THEN PRINT AT c1,d1; INK 0; "■":

```



```

PRINT AT 19,0;"YOUR WIZARD IS FROZEN!": BEEP 1,-10: PRINT AT 19,0;"
GO TO 130
300 INK 7: IF P=2 THEN GO TO 33
310 IF ATTR (C+U,D+V)<>1 AND ATTR (C+U,D+V)<>2 AND ATTR (C+U,D+V)<>7 AND ATTR (C+U,D+V)<>0 THEN GO TO 600
320 IF LEN M$=3 THEN GO TO 500
325 GO TO 350
330 IF ATTR (C1+U,D1+V)<>1 AND ATTR (C1+U,D1+V)<>2 AND ATTR (C1+U,D1+V)<>7 AND ATTR (C1+U,D1+V)<>0 THEN GO TO 600
340 IF LEN M$=3 THEN GO TO 500
350 IF P=1 THEN PRINT AT C,D;"
LET C=C+U: LET D=D+V: LET P=2
GO TO 110
360 PRINT AT C1,D1;" ": LET C1=C1+U: LET D1=D1+V: IF LEN M$=2 THEN LET P=1: GO TO 110
370 IF LEN M$=3 THEN GO TO 500
400 IF P=1 AND ATTR (E,F)<>6 AND ATTR (E,F)<>64 THEN PRINT AT E,F; INK 0;"
PRINT AT 19,0;"YOUR JESTER IS FROZEN!": BEEP 1,-12: PRINT AT 19,0;"
GO TO 130
405 IF P=2 AND ATTR (E1,F1)<>62 AND ATTR (E1,F1)<>64 THEN PRINT AT E1,F1; INK 0;"
PRINT AT 19,0;"YOUR JESTER IS FROZEN!": BEEP 1,-14: PRINT AT 19,0;"
GO TO 130
400 INK 7: IF P=2 THEN GO TO 43
410 IF ATTR (E+U,F+V)<>1 AND ATTR (E+U,F+V)<>2 AND ATTR (E+U,F+V)<>7 AND ATTR (E+U,F+V)<>0 THEN GO TO 600
415 IF LEN M$=2 THEN GO TO 450
420 IF M$(3)="i" THEN LET INV=1
425 IF M$(3)="o" THEN LET INV=0
426 GO TO 450
430 IF ATTR (E1+U,F1+V)<>1 AND ATTR (E1+U,F1+V)<>2 AND ATTR (E1+U,F1+V)<>7 AND ATTR (E1+U,F1+V)<>0 THEN GO TO 600
440 IF LEN M$=2 THEN GO TO 450
445 IF M$(3)="i" THEN LET INV1=1
448 IF M$(3)="o" THEN LET INV1=0
450 IF P=1 THEN PRINT AT E,F;"
LET E=E+U: LET F=F+V: LET P=2
GO TO 110
460 PRINT AT E1,F1;" ": LET E1=E1+U: LET F1=F1+V: LET P=1: GO TO 110
500 IF P=2 THEN LET P=1: GO TO 510
510 LET P=2: IF V<>0 THEN GO TO 530
515 IF V=-1 THEN FOR N=C-1 TO 0 STEP -1: PRINT AT N,D;"K": BEEP .01,10: PRINT AT N,D; INK 0;"
NEXT N
520 IF V=1 THEN FOR N=C+1 TO 16: PRINT AT N,D;"K": BEEP .01,10: PRINT AT N,D; INK 0;"
NEXT N
530 IF V=-1 THEN FOR N=D-1 TO 0 STEP -1: PRINT AT C,N;"K": BEEP .01,10: PRINT AT C,N; INK 0;"
NEXT N
540 IF V=1 THEN FOR N=D+1 TO 30: PRINT AT C,N;"K": BEEP .01,10: PRINT AT C,N; INK 0;"
NEXT N
545 GO SUB 700: GO TO 130
550 INK 6: IF V<>0 THEN GO TO 530
555 IF U=-1 THEN FOR N=C1-1 TO 0 STEP -1: PRINT AT N,D1;"K": BEEP .01,10: PRINT AT N,D1; INK 0;"
NEXT N
560 IF U=1 THEN FOR N=C1+1 TO 16: PRINT AT N,D1;"K": BEEP .01,1

```

```

PRINT AT N,D1; INK 0;"
NEXT N
580 IF V=-1 THEN FOR N=D1-1 TO 0 STEP -1: PRINT AT C1,N;"K": BEEP .01,10: PRINT AT C1,N; INK 0;"
NEXT N
585 IF V=1 THEN FOR N=D1+1 TO 30: PRINT AT C1,N;"K": BEEP .01,10: PRINT AT C1,N; INK 0;"
NEXT N
590 GO SUB 700: GO TO 130
600 IF P=1 THEN LET Y=7: LET Z=2: GO TO 610
605 LET Y=2: LET Z=7
610 PRINT AT 20,0; INK Y; PAPER Z;"You can't move that way!": BEEP 1,0: PRINT AT 20,0;"
GO TO 140
700 BRIGHT 1: FOR N=3 TO 16: PRINT AT N,16; INK 1;"
NEXT N: PRINT AT 0,14; INK 1;"
NEXT N: AT 1,14;"
AT 2,14;"
BRIGHT 0: PRINT AT 0,15; INK 6;"BCD": AT 1,15; INK 6;"EFG"
705 PRINT AT 7,15; INK 2;"===": AT 14,15;"===": RETURN
800 INK 0: BRIGHT 1: PRINT AT 0,19;"
AT 0,19;"
810 FOR N=1 TO 16: PRINT AT N,0;"
NEXT N: RETURN
900 IF P=2 THEN GO TO 950
910 IF ATTR (E,F+1)<>66 THEN PRINT AT 19,0;"You have to stand to the left of the RED DAGGER!": BEEP 2,-20: PRINT AT 19,0;"
GO TO 130
920 PRINT AT E,F+1; INK 0; BRIGHT 0;"
PRINT AT 19,0; INK 2;"You now have the RED DAGGER!": LET DAG=1: BEEP 1,25: PRINT AT 19,0;"
GO TO 130
950 IF ATTR (E1,F1-1)<>71 THEN PRINT AT 19,0; INK 6;"You have to stand on the right of the WHITE DAGGER!": BEEP 2,-20: PRINT AT 19,0;"
GO TO 130
960 PRINT AT E1,F1-1; INK 0; BRIGHT 0;"
PRINT AT 19,0; INK 7;"You now have the WHITE DAGGER!": LET DAG1=1: BEEP 1,25: PRINT AT 19,0;"
GO TO 130
1000 IF P=2 THEN GO TO 1500
1002 IF DAG=0 THEN GO TO 1600
1005 IF (E=A1+1 AND F=B1) OR (E=A1-1 AND F=B1) OR (E=A1 AND F=B1+1) OR (E=A1 AND F=B1-1) THEN LET B=30: GO TO 115
1010 GO TO 1700
1500 IF DAG1=0 THEN GO TO 1600
1510 IF (E1=A+1 AND F1=B) OR (E1=A-1 AND F1=B) OR (E1=A AND F1=B+1) OR (E1=A AND F1=B-1) THEN LET B1=1: GO TO 129
1520 GO TO 1700
1600 PRINT AT 19,0;"You don't have the dagger!": BEEP 1,6,-20: PRINT AT 19,0;"
GO TO 130
1700 PRINT AT 19,0;"The king is not near you!": BEEP 1,6,-30: PRINT AT 19,0;"
GO TO 130
2000 FOR G=1 TO 3: FOR N=2 TO 6: PRINT OVER 1; INK N; AT 0,15;"
NEXT N: BEEP .3,30: NEXT G: BCD: AT 1,15;"EFG": RETURN
3000 INPUT "Another battle?(y/n)"; K$: IF K$="y" THEN CLS: RUN
3010 PRINT #1;"
BEEP 1,20: STOP
GOOD

```



```

1 DIMHS(20),HS$(20):GOSUB799:PRINT"#####Canyon Raider":GOSUB1100:GOSUB2000
2 HS(1)=4000:HS$(1)="THE BEST":PRINT:PRINT"Keys=A-LEFT:D-RIGHT:space-FIRE"
3 INPUT"ENTER SKILL LEVEL(1-HARDEST/9-EASIEST)?:QB:INPUT"FIRING?:OP$
4 OP$=LEFT$(OP$,1):HS$(2)="CHAMPION":HS$(3)="HERO":GOSUB200
5 PRINT"DON'T HIT THE WALLS!++ANY KEY TO START!"
6 GETA$:IFA$=""THEN6
7 PRINT"  ++Canyon Raider++":X=53250
8 POKE10407,0
9 SC=0
10 READA:IFA=-1THENRESTORE:QB=QB-1:GOSUB200:GOTO10
15 POKEX,U
19 MZ=PEEK(X+39):RZ=PEEK(X+40)
20 GETA$:IFA$=""THENU=201:GOTO50
21 IFOP$="N"THEN30
22 C=INT(RND(1)*519)+53728:IF(PEEK(C)=MZ)+(PEEK(C)=RZ)THENPOKEC,199
23 D=INT(RND(1)*519)+53728:IF(PEEK(D)=MZ)+(PEEK(D)=RZ)THENPOKEC,67

```

```

30 IFA$="A"THENX=X-1:SC=SC+(10-QB)
40 IFA$="D"THENX=X+1:SC=SC+(10-QB)
41 IFOP$="N"THEN50
45 IFA$=""THENKIL=40:GOSUB1050
50 IFPEEK(X+1)=67THENGOTO98
55 IFPEEK(X-1)=67THENGOTO98
56 IFPEEK(X+40)=67THENGOTO98
57 IFPEEK(X+41)=67THENGOTO98
58 IFPEEK(X+39)=67THENGOTO98
90 PRINTTAB(A);K$:GOTO10
98 REM*AAARRGGHH!

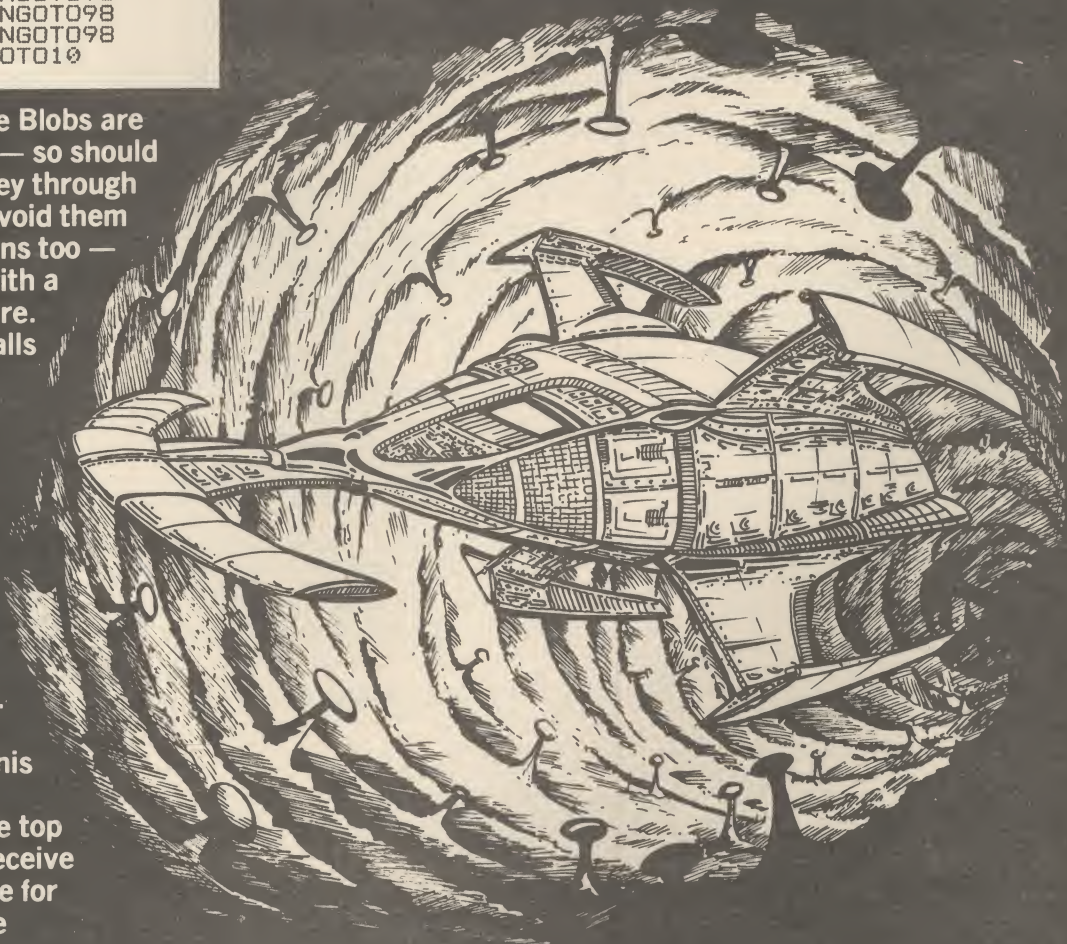
```

The Blobs are coming! The Blobs are coming! Blobs are deadly — so should you see one on your journey through the sharp space cavern, avoid them at all costs! There are aliens too — but these you can shoot with a well aimed blast of laser fire.

Beware of the cavern walls — these are constructed of baby blobules which are equally as lethal as the grown up wandering blobs!

Full instructions are included in the program — but remember, beware of these Blobs!

Control keys are: A=left, D=right, Space Bar=fire. There are nine skill levels to deal with. Remember this is a Book of Games competition listing and the top five Sharp-shooters will receive specially selected software for their machine. Look at the contents page for details.



```

99 POKEX,107:FORS=1TO40:USR(68):POKE4514,S:USR(71):NEXTS:PRINT"#####SCORE=";SC
100 FORTU=1TO200:NEXT
101 GOSUB300
102 GETA$:IFA$=""THEN102
103 PRINT"  RESTORE:GOTO3
105 DATA0,1,2,3,4,5,6,7,6,5,4,5,6,7,8,9,10,11,11,12,12,13,14,13,14,13,14,15
106 DATA16,17,18,19,18,19,19,20,20,21,22,21,23,24,26,25,26,25,24,23,22,21,21
107 DATA20,19,19,18,19,18,17,16,15,14,13,12,11,10,9,8,9,8,7,6,5,4,3,2,1,0,0
108 DATA1,2,1,2,3,4,5,6,5,4,2,4,5,6,7,8,9,10,11,12,11,13,14,15,16,17,16,15,14
109 DATA13,11,10,9,8,7,6,5,6,7,6,5,4,3,4,3,2,1,2,3,4,3,2,1,0,1,2,3,4,5,5,5,4
110 DATA4,6,8,6,7,8,9,10,11,12,13,12,11,12,13,14,15,17,15,16,15,14,13,14,13
111 DATA13,12,11,12,11,10,9,8,7,8,9,8,7,6,5,4,3,4,5,6,7,6,5,4,3,2,1
112 DATA2,3,5,6,5,4,3,2,1,2,3,4,5,6,7,6,5,4,3,2,1,0,-1
200 IFQB<1THENQB=1

```



```

201 IFQB=1THENK$="#####"
210 IFQB=2THENK$="#####"
220 IFQB=3THENK$="#####"
230 IFQB=4THENK$="#####"
240 IFQB=5THENK$="#####"
250 IFQB=6THENK$="#####"
260 IFQB=7THENK$="#####"
270 IFQB=8THENK$="#####"
275 IF QB=9THENK$="#####"
280 RETURN
300 IFHS(20)>=SCTHENRETURN
310 PRINT"YOU HAVE A HIGH SCORE!"
320 INPUT"ENTER YOUR NAME!";N$
330 N$=LEFT$(N$,6)
340 FORI=1TO20:IFHS(I)>SCTHEN360
350 FORJ=1TOISTEP-1:HS(J+1)=HS(J):HS$(J+1)=HS$(J):NEXT:HS(I)=SC:HS$(I)=N$
351 PRINT"HIGH SCORES":FORI=1TO10
352 PRINTI;" ";TAB(4);HS(I);TAB(12);HS$(I);TAB(20);I+10;" ";TAB(25);
353 PRINHS(I+10);TAB(33);HS$(I+10)
360 NEXTI:USR(62)
370 HS=HS(1):D$=HS$(1)
371 PRINT"HIGH SCORE ";HS;" HELD BY ";D$
372 PRINT"PRESS ANY KEY"
380 RETURN
400 PRINT"HIGH SCORES":FORI=1TO10
410 PRINTI;" ";TAB(4);HS(I);TAB(12);HS$(I);TAB(20);I+10;" ";TAB(25);
420 PRINHS(I+10);TAB(33);HS$(I+10)
430 NEXTI:USR(62)
440 RETURN
798 DY
799 PRINT"E":FORAG=1TO5
800 PRINT"#####(C) STOATSOFT UNLIMITED"
805 PRINT"#####"
810 PRINT"#####"
820 PRINT"#####"
830 PRINT"#####"
840 PRINT
850 PRINT"#####"
860 PRINT"#####"
870 PRINT"#####"
880 PRINT"#####"
890 PRINT"#####"
895 FORHJ=1TO200:NEXTHJ
900 PRINT"#####"
910 PRINT"#####"
920 PRINT"#####"
930 PRINT"#####"
940 PRINT
950 PRINT"#####"
960 PRINT"#####"
970 PRINT"#####"
980 PRINT"#####"
990 PRINT"#####"
995 FORHJ=1TO200:NEXTHJ
999 NEXTAG:OL=2000
1000 FORGGK=1TO20:HS(GGK)=OL:OL=OL-100:HS$(GGK)="*+---*+":NEXTGGK
1010 RETURN
1050 Y=X+KIL
1051 FORLOO=1TO10
1052 MZ=PEEK(Y)
1055 IFPEEK(Y)=67THENPOKEY,208:USR(71):RETURN
1057 IFPEEK(Y)=199THENPOKEY,107:USR(71):USR(62):SC=SC+100:RETURN
1060 POKEY,88:POKE4514,10:USR(68):POKEY,MZ:Y=Y+KIL:NEXTLOO
1070 USR(71):POKEY,109: RETURN
1100 X=40:Y=25
1101 DEF FNY(Z)=SQR(R*R-Z*Z)
1102 R=R+5
1103 FORZ=0TOR
1104 T=FNY(Z)
1105 POKE4514,X+T:POKE4514,Y-T:USR(68)
1106 NEXTZ:USR(71)
1107 IFR<>25THEN1102
1108 RETURN
2000 PRINT:PRINT" A scrolling shoot up!"
2001 PRINT"These are the characters you will meet"
2002 PRINT"If you select'FIRING'....."
2005 PRINT"- This is a BLOB! It's deadly,so if you see it,avoid it!"
2008 PRINT"Your weapon will deactivate BLOBS."
2010 PRINTCHR$(96);"- This is an alien.Shoot it for 100 points."
2012 PRINT"The canyon walls are made of BLOBULES and are lethal!"
2013 PRINT"WARNING:When you start,move into the centre of the canyon";
2014 PRINT"to avoid an immediate crash!"
2015 PRINT"If you don't select FIRING you will get a training run."
2016 PRINTCHR$(98);"- This is you(Believe it or not!)"
2020 RETURN

```


Most adventures take place in sinister castles, lost islands or kingdoms ruled by evil monarchs. But this one is a bit different. It all begins in your own home! Darren is challenging you to escape from your house and reach the Blackpool Tower.

There are no evil monsters or fire-breathing dragons to deal with — but there is the odd policeman, poisoned fruit and don't forget the snake! Darren has managed to make the ordinary seem extraordinary! Your objective is to reach the Blackpool Tower and enter it — can you solve all the riddles and reach your goal? Go on, have a go!

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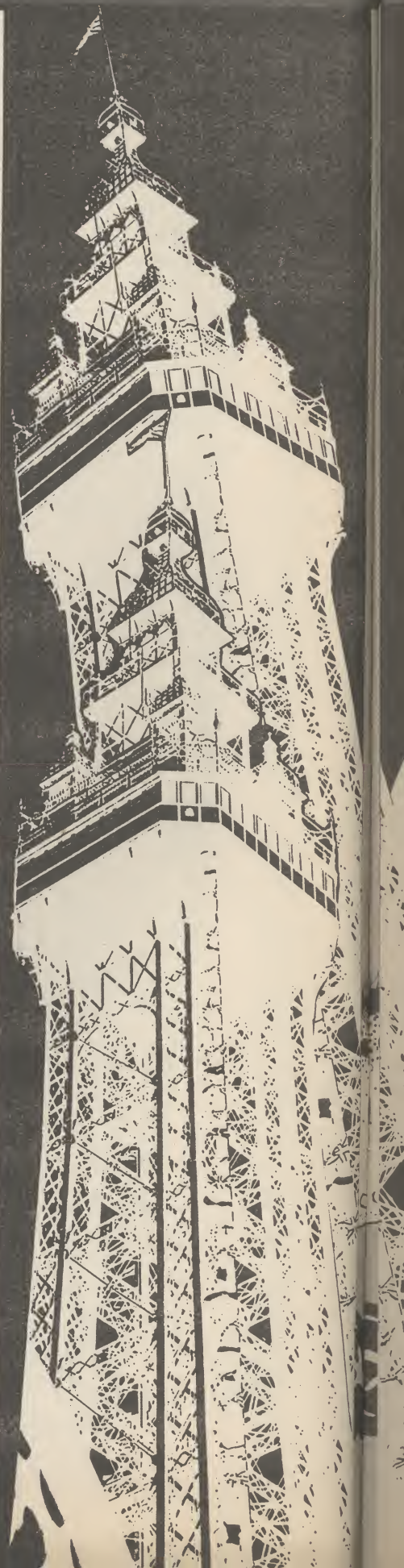
45 IFPEEK(#20C)>128THENPOKE#20C, PEEK(#20C)-128
50 RM=1:NL=19:NV=22:NI=12:LK%=1:LL%=1:LB%=1
60 GOSUB 1000
65 PAPER2:INK0
70 CLS:PRINT:PRINTL$(RM)
80 GOTO2600
90 INPUT"WHAT SHALL I DO";I$:IFI$="POUR WATER"THEN100
91 IFRND(1)<.7ANDRM=4THENPRINT"THE SNAKE BIT YOU.":GOTO9000
92 IFRM=15THEN9000
93 IFRM=6ANDFO=0THENPRINT"THE FIRE HAS SPREAD. YOU ARE DEAD.":GOTO9
000
94 IFRM=8THENL$(1)=-1:I=-1
100 GOSUB200:GOSUB300
105 PRINT" "CHR$(27)"G"CHR$(27)"Q" "CHR$(27)"R"
110 FORN=1TONV:IFV$=V$(N)THENGOTOG$(N)
120 NEXT
130 PRINT"I DO NOT UNDERSTAND":PRINTCHR$(34)I$CHR$(34):GOTO90
140 PRINT"I CAN'T GO ";I$:GOTO90
150 PRINT"I CAN'T ";I$:GOTO90
200 FORN=1TOLEN(I$):SG$=MID$(I$,N,1)
210 IFSG$="A"ANDSG$<="Z"THENI$=LEFT$(I$,N-1)+CHR$(ASC(SG$)+32)+MID
$(I$,N+1)
220 NEXT:RETURN
300 B$="":V$="":SP=0:FORN=1TOLEN(I$)
310 IFMID$(I$,N,1)=" "ANDSP=0THENSP=1:GOTO330
320 IFSP=0THENV$=V$+MID$(I$,N,1)ELSEB$=B$+MID$(I$,N,1)
330 NEXT
340 RETURN
500 IFNO$(RM)THENRM=NO$(RM):GOTO70
502 GOTO 140
505 IFEA$(RM)THENRM=EA$(RM):GOTO70
507 GOTO 140
510 IFSO$(RM)THENRM=SO$(RM):GOTO70
512 GOTO 140
515 IFWE$(RM)THENRM=WE$(RM):GOTO70
517 GOTO 140
1000 DIMV$(NV),G$(NV),L$(NL),O$(NI),L$(NI),NO$(NL),WE$(NL),SO$(NL),
EA$(NL)
1010 READD$:IFD$<>"START"THEN9999
1020 FORN=1TONV:READV$(N),G$(N):NEXT
1030 READD$:IFD$<>"OBJECTS"THEN9999
1040 FORN=1TONI:READO$(N),L$(N):NEXT
1041 DATA START,N,500,E,505,S,510,W,515,PUT,2000,GET,2200,EAT,2400,
LOOK,2600
1042 DATA OPEN,2800,PICK,3000,U,3200,D,3400,POUR,3600,I,3800,R,70,U
NLOCK,4000
1043 DATA READ,4200,QUIT,9000,PLACE,4600,STOP,9000,GIVE,4800,ENTER
1044 DATA 5000
1050 DATA OBJECTS
1060 DATA KEY,-1,SAW,4,PAN.S Y,4,KNIFE,3,FORK,-1,FRUIT,2,10P,-1,CUP,-
1,WATER,3
1061 DATA PAPER,-1,LITTER,18,50P,-1
1064 READD$:IFD$<>"LOCATIONS"THEN9999


```


GAME: BLACKPOOL TOWER

CONTINUED

1065 FORN=1TONL
1070 REPEAT:READP\$:IFP\$<>"*"THENL\$(N)=L\$(N)+P\$
1080 UNTILP\$="*"
1090 READNO\$(N),EA\$(N),SO\$(N),WE\$(N)
1095 NEXT
1096 READD\$:IFD\$<>"END"THEN9999
1097 RETURN
1098 DATA LOCATIONS
1100 DATA"YOU ARE AT THE ENTRANCE TO YOUR HOUSE. THE DOOR IS LOCKED
SO THAT I
1105 DATA"IT WILL NOT OPEN. EXITS NORTH AND EAST. ",*,2,3,0,0
1110 DATA"YOU ARE IN THE LOUNGE. THERE ARE SOME DRAWERS BY THE WALL
. ALSO, A
1115 DATA" LIGHT TO THE NORTH IS VISIBLE, NEXT TO A SETTEE. ",*,6,0,1
,0
1120 DATA"YOU ARE IN THE KITCHEN. THERE IS A LOCKED DOOR TO THE
EAST. THERE
1125 DATA" ARE SEVERAL CUPBOARDS ON THE WALL. ",*,0,0,0,1
1130 DATA"YOU ARE IN THE BACKYARD. THERE IS A SNAKE LYING ON THE
GROUND BY
1135 DATA" YOUR FEET",*,0,0,0,3
1140 DATA"YOU ARE AT THE BOTTOM OF SOME STAIRS. THERE IS A CUPBOARD
AT THE B
1145 DATA"OTTOM BESIDE YOU. ",*,0,6,9,0
1150 DATA"YOU ARE IN THE FRONT ROOM. THERE IS A SETTEE IN IT. THERE
IS ALSO
1155 DATA"A COAL FIRE LIT. IT LOOKS DANGEROUS. YOU CAN SEE THE G
ARDEN THR
1160 DATA"OUGH THE WINDOW TO THE NORTH. SOUTH IS THE LOUNGE, EAST
THE HALL.
1165 DATA" THERE ARE SOME STEPS TO THE WEST. ",*,0,7,2,5
1170 DATA"YOU ARE IN THE HALL. A LOCKED DOOR IS ON THE NORTH WALL.
EXIT WEST.
1175 DATA *,0,0,0,6
1180 DATA"YOU ARE IN THE GARDEN. THERE IS A ROAD TO THE NORTH. THE D
OOR SLAMS
1185 DATA" SHUT, WITH THE KEY IN THE LOCK. ",*,14,0,0,0
1190 DATA"YOU ARE AT THE TOP OF THE STAIRS. THERE IS A ROOM TO THE SO
UTH. ",*,5
1195 DATA 0,10,0,"YOU ARE ON THE LANDING. THERE IS A ROOM TO THE
SOUTH, A
1200 DATA"ND ONE TO THE EAST",*,9,11,12,0
1205 DATA"YOU ARE BY A BED. EXIT WEST. ",*,0,0,0,10
1210 DATA"YOU ARE IN A BEDROOM WITH A BED TO THE SOUTH. THERE IS A C
UPBOARD T
1215 DATA"O THE LEFT OF YOU. ",*,10,0,13,0
1220 DATA"YOU ARE BY A BED. EXIT NORTH. ",*,12,0,0,0
1225 DATA"YOU ARE BY THE ROAD, WHICH RUNS EAST- WEST. THERE IS A HO
USE TO TH
1230 DATA"E NORTH, ACROSS THE ROAD. ",*,15,16,0,17
1235 DATA"YOU HAVE JUST BEEN RUN OVER BY A CAR. ",*,0,0,0,0
1240 DATA"THE ROAD COMES TO A DEAD END AT THE EAST. THERE IS A CA
R PARK TO
1245 DATA" THE EAST AND A PATH WEST. ",*,15,18,0,14
1250 DATA"THE ROAD RUNS EAST-WEST. THERE IS A TOWER TO THE EAST. "
,*,15,14





```

1255 DATA 0,19,"YOU ARE IN THE CAR PARK. THERE IS A LITTER BIN BY
YOUR SID
1260 DATA"E. EXIT WEST",*,0,0,0,16
1265 DATA"YOU ARE BY BLACKPOOL TOWER. YOU CAN HEAR THE SEA IN THE
DISTANCE
1270 DATA". THERE ISA MAN AT THE DOOR WHO WOULD LIKE 50P.",*,0,17,0
,0
1999 DATA END
2000 FD=0:FORN=1TONI:IF0$(N)=B$ANDL$(N)=0THENPRINT"OKAY...":FD=1:I=
I-1:L$(N)=RM
2002 IFB$=""THENPRINT"GET WHAT?":GOTO90
2010 NEXT
2020 IFFD=0THENPRINT"I DON'T HAVE A ";B$;" !"
2030 GOTO 90
2200 IFI>=5THENPRINT"I CAN'T CARRY ANY MORE. ":GOTO90
2202 IFB$=""THENPRINT"GET WHAT?":GOTO90
2205 FD=0:FORN=1TONI:IF0$(N)=B$ANDL$(N)=RMTHENPRINT"OKAY. ":I=I+1:FD
=1:L$(N)=0
2210 NEXT
2220 IFFD=0THEN150
2230 GOTO 90
2400 IFB$=""THENINPUT"EAT WHAT";B$:GOTO2400
2410 IFB$="FRUIT"ANDL$(6)=0THENPRINT"IT WAS POISONED. ":GOTO9000
2499 PRINT"I MUST HAVE THE ";B$;" TO":PRINT"BE ABLE TO EAT IT. ":GO
TO90
2600 FD=0:FORN=1TONI:IFL$(N)<>RMTHENNEXT:GOTO2630
2610 IFFD=0THENPRINT:PRINT"I CAN SEE...":FD=1
2620 PRINT"A ";0$(N):NEXT:GOTO90
2630 IFFD=0ANDV$="LOOK"THENPRINT"I CAN'T SEE ANYTHING SPECIAL. "
2640 GOTO 90
2800 IFB$=""THENINPUT"OPEN WHAT";B$
2805 IFB$="CUPBOARD"THEN2850
2810 IFB$="DOOR"THEN2900
2815 IFB$="DRAWER"THENPRINT"THESE ARE SOME PAPERS AND A FORK. ":L$(1
0)=2
2816 IFB$="DRAWER"THENL$(5)=2:GOTO90
2849 GOTO 150
2850 IFRM=5THENPRINT"THESE ARE SOME ELECTRIC METER WITH 10P ON IT. ":L$(
7)=5:GOTO90
2860 IFRM=3THENPRINT"IT'S FULL OF CUPS. ":L$(8)=3:GOTO90
2865 IFRM=12ANDL$(12)=1THENPRINT"IT'S LOCKED. ":GOTO90
2870 IFRM=12THENPRINT"THESE ARE SOME KEYS INSIDE. ":L$(1)=12:GOTO90
2899 GOTO 150
2900 IFRM=7ANDL$(7)=1THENPRINT"IT'S LOCKED. ":GOTO90
2901 IFRM=3ANDL$(3)=0THENL$(3)=4:GOTO90
2905 IFRM=7ANDL$(7)=0THENPRINT"YOU CAN SEE THROUGH TO THE GARDEN. ":NO
$(7)=8:GOTO90
2910 IFRM=3ANDL$(3)=0THENPRINT"YOU CAN WALK IN. TO THE BACKYARD TO THE
SOUTH. "
2999 GOTO150
3000 IFB$=""THENINPUT"PICK WHAT";B$
3005 IFB$="LOCK"THEN3020
3019 GOTO 150
3020 IFRM=7THENPRINT"I CAN'T PICK THIS LOCK. ":GOTO90
3030 IFL$(5)<>0THENPRINT"I NEED SOMETHING WITH SPIKES ON IT. ":GOTO9
0

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GAME: BLACKPOOL TOWER

CONTINUED

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3040 IFRM=12THENLK%=0:PRINT"OKAY...":GOTO90
3099 GOTO 150
3200 IFRM=5THENRM=9:GOTO70ELSE140
3400 IFRM=9THENRM=5:GOTO70ELSE140
3600 IFB$=""THENINPUT"POUR WHAT";B$
3605 IFB$="WATER"THEN3650
3649 GOTO 150
3650 IFL%(9)<0THEN150
3660 PRINT"THE FIRE HAS BEEN PUT OUT BY THE WATER":FO=1
3665 L%(9)=3:I=I-1
3670 GOTO 90
3800 FD=0:FORN=1TONI:IFL%(N)<0THENNEXT:GOTO3840
3810 IFFD=0THENPRINT"I HAVE THE FOLLOWING...":FD=1
3820 PRINT"A ";O$(N):NEXT
3840 IFFD=0THENPRINT"I DON'T HAVE ANYTHING."
3850 GOTO 90
4000 IFB$=""THENINPUT"UNLOCK WHAT";B$
4005 IFL%(1)<0THENPRINT"BUT I HAVE NO KEY.":GOTO90
4010 IFRM=7THENLL%=0:PRINT"OKAY.":GOTO90
4015 IFRM=3THENLB%=0:PRINT"OKAY.":GOTO90
4200 IFB$=""THENINPUT"READ WHAT";B$
4205 IFB$="PAPER"ANDL%(10)=0THENPRINT"IT'S BLANK.":GOTO90
4249 GOTO 150
4600 IFB$=""THENINPUT"PLACE WHAT WHERE";B$
4610 IFLEFT$(B$,6)="LITTER"THEN4650
4649 GOTO 150
4650 IF(MID$(B$,8)="IN BIN"ORMID$(B$,8)="IN LITTER BIN")ANDRM=18THE
N4660

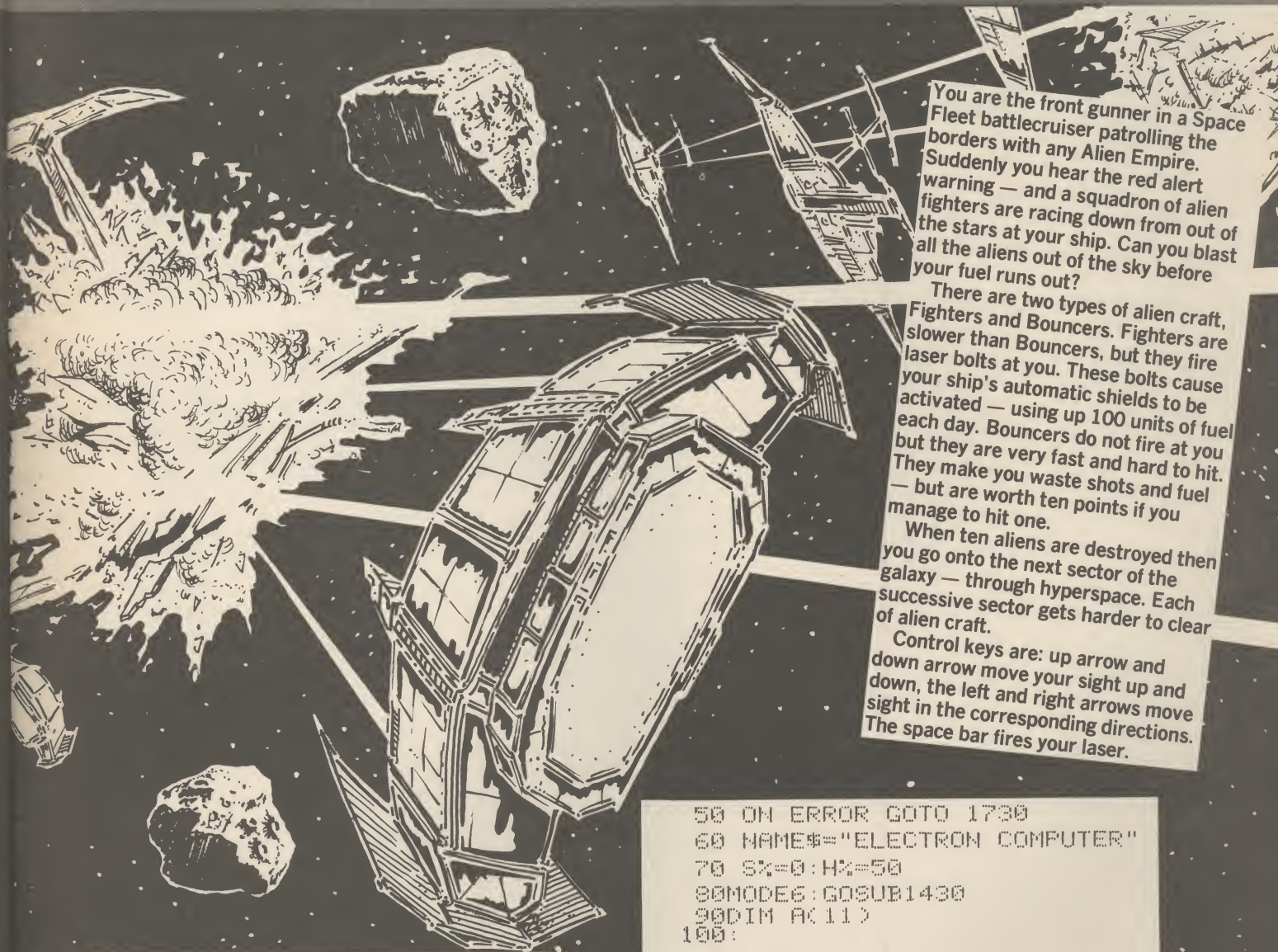
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4655 PRINT"I CAN'T PUT IT THERE.":GOTO90
4660 PRINT"THE POLICEMAN WATCHING YOU WAS
GIVEN YOU 50P
4665 L%(12)=0:L%(11)=-1:GOTO90
4800 IFB$=""THENINPUT"GIVE WHAT TO WHAT";B$
4801 IFRM<19THENPRINT"I CAN'T DO THAT YET.":GOTO90
4805 IFLEFT$(B$,3)="MAN"THEN4850
4849 GOTO 150
4850 IFL%(12)<0THENPRINT"BUT I DON'T HAVE 50P TO GIVE.":GOTO90
4855 PRINT"HE WILL NOW LET YOU IN.":E%=1:GOTO90
5000 IFB$=""THENINPUT"ENTER WHAT";B$
5005 IFB$="TOWER"ANDE%=1THENPRINT"YOU HAVE SUCCESSFULLY COMPLETED T
HIS GAME.":END
5010 IFB$="TOWER"ANDE%=0THENPRINT"THE DOORKEEPER STOPS YOU. HE WANT
S 50P":GOTO90
5049 GOTO 150
9000 INPUT"DO YOU WANT TO TRY AGAIN";Y$:IFY$="Y"THENRUN
9001 END
9999 PRINT:PRINT"?MESSY DATA ERROR":END
60000 INPUT"HOW MANY TIMES SHOULD I SAVE";H
60001 FORA=1TOH
60002 PRINT"SAVING IT IN FAST...":CSAVE"BLACKPOOL TOWER",AUTO
60003 WAIT100
60004 PRINT"SAVING IT IN SLOW...":CSAVE"BLACKPOOL TOWER",S,AUTO
60005 WAIT500:PRINT:PRINT
60006 NEXTA

```

DELIGHTED. HE HAS



You are the front gunner in a Space Fleet battlecruiser patrolling the borders with any Alien Empire. Suddenly you hear the red alert warning — and a squadron of alien fighters are racing down from out of the stars at your ship. Can you blast all the aliens out of the sky before your fuel runs out?

There are two types of alien craft, Fighters and Bouncers. Fighters are slower than Bouncers, but they fire laser bolts at you. These bolts cause your ship's automatic shields to be activated — using up 100 units of fuel each day. Bouncers do not fire at you but they are very fast and hard to hit. They make you waste shots and fuel — but are worth ten points if you manage to hit one.

When ten aliens are destroyed then you go onto the next sector of the galaxy — through hyperspace. Each successive sector gets harder to clear of alien craft.

Control keys are: up arrow and down arrow move your sight up and down, the left and right arrows move sight in the corresponding directions. The space bar fires your laser.

VARIABLES

NAME: Holds the name of the high score holder.
S%: Holds the value of the players score.
H%: Holds the value of the current high score.
SHEET: Holds the sector number. It is used to control the difficulty of the game.
FU%: Holds the amount of fuel left.
ARRAY
A(x): Holds the type of alien to appear. If A(x) = 1 then a fighter will appear, if a 2 then a bouncer will appear and if it equals 0 then the alien is destroyed.
MAX%: Holds the number of times the alien can fire at you.
DV% & DH%: Random numbers used to say whether the alien moves up, down, left or right.
XI%: Holds the old X co-ordinate of the alien.
YI%: Holds the old Y co-ordinate of the alien.
X%: Holds the current Y co-ord of the alien.
Y%: Holds the current Y co-ord of the alien.
EX1%: X co-ord of where first alien laser bolt strikes.
EY1%: X co-ord of where first alien laser bolt strikes.
EX2%: X co-ord of where second alien laser bolt strikes.
EY2%: Y co-ord of where second alien laser bolt strikes.

```
50 ON ERROR GOTO 1730
60 NAME$="ELECTRON COMPUTER"
70 SX=0:H%=50
80MODE6:GOSUB1430
90DIM A(11)
100:
110 MODE2
120 SHEET=0
130 VDU22,2
140 SHEET=SHEET+1
150 VDU23;8202;0;0;0;
160 VDU23,255,255,255,255,255,
255,255,255,255
170 W$=CHR$255+CHR$255+CHR$255
+CHR$10+CHR$8+CHR$8+CHR$8+CHR$25
5+CHR$255+CHR$255+CHR$10+CHR$8+C
HR$8+CHR$8+CHR$255+CHR$255+CHR$2
55
180 *FX4,1
190 GCOLOR,9:VDU29,640;512;
200MOVE-10,0:DRAW-50,0:MOVE20,
0:DRAW60,0:MOVE0,10:DRAW0,50:MOV
E0,-10:DRAW0,-50
210GCOLOR,7:MOVE-150,100:MOVE-1
50,150:PLOT85,150,150:MOVE150,10
0:PLOT85,-150,100
220MOVE-150,150:MOVE-130,150:P
LOT85,-150,-100:MOVE-100,-100:PL
OT85,-100,150
```



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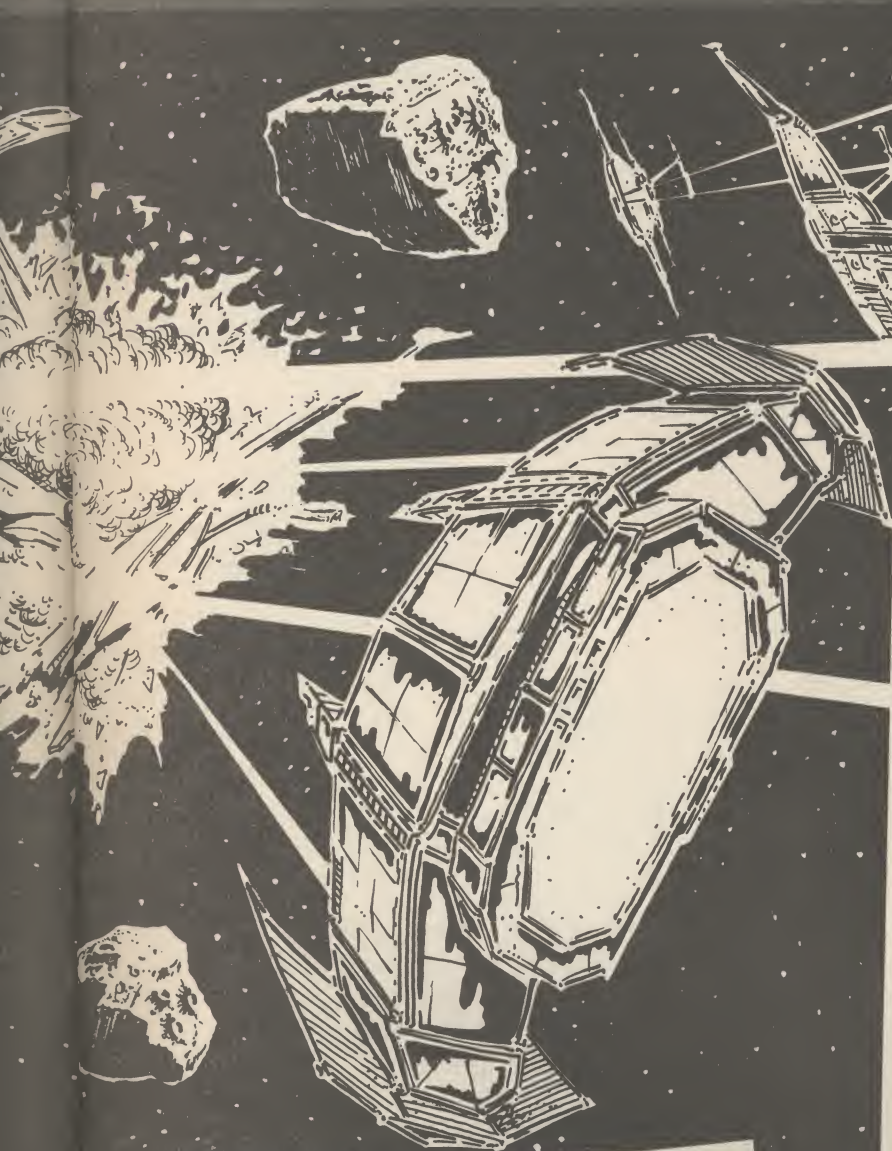
230 MOVE-150,-100:MOVE-150,-150
:PLOT85,150,-150:MOVE150,-100:PL
OT85,-150,-100
240 MOVE100,-100:MOVE150,-100:P
LOT85,100,150:MOVE150,150:PLOT85
,150,-100
250 MOVE100,100:MOVE600,512:PL7
T85,640,512
260 MOVE640,490:PLOT85,100,100
270 MOVE100,-100:MOVE600,-512:P
LOT85,640,-512
280 MOVE640,-490:PLOT85,100,-10
0
290 MOVE-100,100:MOVE-600,512:P
LOT85,-640,512
300 MOVE-640,490:PLOT85,-100,10
0
310 MOVE-100,-100:MOVE-600,-512
:PLOT85,-640,-512:MOVE-640,-490:
PLOT85,-100,-100
320 FOR FX=1 TO 50:PLOT69,RND(128
0)-640,RND(1024)-512:NEXT
330 FUX=4000-(100*SHEET)
340 IF SHEET>3 THEN FUX=4000
350 MOVE-640,-450:MOVE-640,-51
2:PLOT85,640,-450:MOVE640,-512:P
LOT85,-640,-512
360 VDU4:COLOUR4.COLOUR135:PRI
NT TAB(0,30);"FUEL:";FUX;TAB(10,
30);"SCORE:";S%;
370 VDU5
380 MOVE-640,-512:DRAW-640,511
:DRAW639,511:DRAW639,-512
390 FOR VX=1 TO 10
400 D=RND(4)
410 IF D=1 THEN A(VX)=2
420 IF D>1 THEN A(VX)=1
430 NEXT VX
440 VDU19,8,7,0;(VDU19,15,3;0;
450 FOR FX=1 TO 10
460 MAXX=4+(SHEET DIV 3)
470 LX=RND(2):IF LX=2 THEN YX=
-640 ELSE YX=640
480 YZ=RND(1024)-512:MOVE XX,Y
Z:GCOL4,3:PRINT CHR$(229+A(FX))
490 GCOL0,0:MOVE-90,90:MOVE-90
,-90:PLOT85,90,90:PLOT85,90,-90
:PROCSIGHT
500 *FX15,0
510 REPEAT:PROCALIEN:PROCKEYS:
PROCKEYS:PROCKEYS:PROCF1
520 UNTIL A(FX)=0 OR FUX<=0
530 IF FUX<=0 THEN PROCEND
540 *FX 15,0

```

```

550 XZ=0:YZ=0:X1Z=XZ:Y1Z=YZ
560 NEXT
570 PROCHYPERSPACE
580 GOTO 130
590 DEFPROCALIEN
600 DHZ=RND(2) DVZ=RND(2)
610 X1Z=XZ:Y1Z=YZ
620 IF DVZ=1 THEN YZ=YZ+(35*H
(FX)+(SHEET*2))ELSE YZ=YZ-(35*H
(FX)+(SHEET*2))
630 IF DHZ=1 THEN XZ=XZ+(16*H
(FX)+(SHEET*2))ELSE XZ=XZ-(16*H
(FX)+(SHEET*2))
640 IF XZ<-620 THEN XZ=-620
650 IF XZ>620 THEN XZ=620
660 IF YZ<-490 THEN YZ=-490
670 IF YZ>500 THEN YZ=500
680 MOVE XZ,YZ:GCOL4,3:PRINT C
HR$(229+A(FX))
690 MOVE X1Z,Y1Z:GCOL4,0:PRINT
CHR$(229+A(FX));
700 IF A(FX)=1 THEN FPZ=RND(30
):IF FPZ<(1+SHEET) AND MAXX<>0 T
HEN PROCFIRE
710 *FX15,0
720 ENDPROC
730 DEFPROCFIRE
740 MAXX=MAXX-1
750 ENVELOPE 1,129,-10,-20,-1,
20,20,-120,0,0,0,-1,126,0
760 VDU19,3,10,0,0,0
770 SOUND1,1,100,1
780 EX1Z=RND(200)-100:EY1Z=RND
(200)-100:EX2Z=RND(200)-100:EY2Z
=RND(200)-100
790 MOVE XZ+32,YZ-16:GCOL4,14:
PLOT21,EX1Z,EY1Z:PRINTCHR$215:MO
VEXZ+32,YZ-16:PLOT21,EX2Z,EY2Z:P
RINTCHR$217

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```

800 FOR GX=1 TO 1500:NEXT
810 MOVEXX+32,YZ-16:GCOL4,0:PL
OT21,EX1Z,EY1Z:PRINTCHR#215:MOVE
YZ+32,YZ-16:PLOT21,EX2Z,EY2Z:PRI
NTCHR#217
820 SOUND0,1,6,1
830 FOR GX=1 TO 10:VDU19,0,RND
(16)-1,0,0,0:VDU19,7,RND(16)-1,0
,0,0:FOR G1Z=1 TO 1000:NEXT NEXT
:VDU19,0,0,0,0,0,19,7,7,0,0,0
840 FUZ=FUZ-100:PROCFUEL:ENDPR
OC
850 DEFPROCKEYS
860 IF INKEY(-58) PROCMA(0,-16)
870 IF INKEY(-42) PROCMA(0,16)
880 IF INKEY(-26) PROCMA(32,0)
890 IF INKEY(-122) PROCMA(-32,
0)
900 IF INKEY(-99) PROCFIRE1
910 #FX15,0

```

```

920 ENDPROC
930 DEFPROCMA(X2Z,Y2Z)
940 X1Z=XZ:Y1Z=YZ
950 XZ=XZ+X2Z:YZ=YZ+Y2Z
960 MOVE XZ,YZ:GCOL4,3:PRINT C
HR$(229+A(FZ)):MOVEX1Z,Y1Z:GCOL4
,0:PRINT CHR$(229+A(FZ))
970 ENDPROC
980 DEFPROCF1:FUZ=FUZ-1:PROCFU
EL:ENDPROC
990 DEFPROCFIRE1
1000 MOVE -640,-100:GCOL4,1:DRA
W0,0:MOVE640,-100:DRAW0,0:SOUND2
,1,100,1:MOVE-640,-100:GCOL4,0:D
RAW0,0:MOVE640,-100:DRAW0,0
1010 FUZ=FUZ-5:PROCFUEL
1020 MOVE0,0:IF POINT(0,0)<>0 T
HEN PROCEXPLODE
1030 ENDPROC
1040 DEF PROCSCORE:VDU4:PRINT TA
B(0,30);"SCORE:";SX;VDU5:ENDPR
OC
1050 DEFPROCFUEL:VDU4:PRINTTAB(0
,30);"FUEL:";" ";TAB(5,30);FU
Z;VDU5:ENDPROC
1060 DEFPROCEXPLODE:SOUND0,1,20
0,10:GCOL3,RND(16)-1:FOR GX=1 TO
20:MOVE XZ,YZ:PRINT CHR$(200+GX
):FOR G1Z=1 TO 100:TEXT:NEXT:SOU
ND0,1,100,10:MOVE XZ,YZ:GCOL0,0:
PRINT CHR#255:PLOT69,0,0
1070 PROC SIGHT
1080 IF A(FZ)=1 THEN SX=SX+1
1090 IF A(FZ)=2 THEN SX=SX+10
1100 PROCSCORE:FOR GX=1 TO 4000:
NEXT
1110 A(FZ)=0
1120 ENDPROC
1130 DEFPROC SIGHT
1140 GCOL0,9:MOVE-10,0:DRAW-50,
0:MOVE20,0:DRAW50,0:MOVE0,10:DRA
W0,50:MOVE0,-10:DRAW0,-50
1150 ENDPROC
1160 DEFPROCHYPERSPACE
1170 SX=SX+FUZ DIV 10:PROCFUEL
1180 FOR IX=1 TO 30
1190 VDU19,0,RND(16)-1,0,0,0
1200 MOVE0,0:GCOL4,RND(16)-1:DR
AW640,512:MOVE0,0:DRAW640,256:MO
VE0,0:DRAW640,0:MOVE0,0:DRAW640,
-256:MOVE0,0:DRAW640,-512:MOVE0,
0:DRAW320,-512:MOVE0,0:DRAW0,-51
2:MOVE0,0:DRAW-320,-512:MOVE0,0:
DRAW-640,-512:MOVE0,0:DRAW-640,-
256:MOVE0,0

```


GAME: ZOMBIES

AUTHOR: MACER GIFFORD

RUNS ON: A VIC 20 IN 3.5K

Are you cunning enough to outwit the hordes of evil Zombies out for your blood? Are you clever enough to avoid being eaten? Or are you stupid enough to attempt to head-butt one and end up as worms' meat at the bottom of a crevasse?! In any event the aim of this game is to lure the Zombies into strategically placed pits and trap them. You appear as a smiling face in the centre of an area full of nasty zombies and those all important pits. To win you must lure all the zombies into the pits — but beware — they always move straight towards you and may join in twos or threes to attack!

So a good strategy in this case is to lure them into a group and position yourself so all the zombies attacking you fall into one pit. A good trick if you can pull it off!

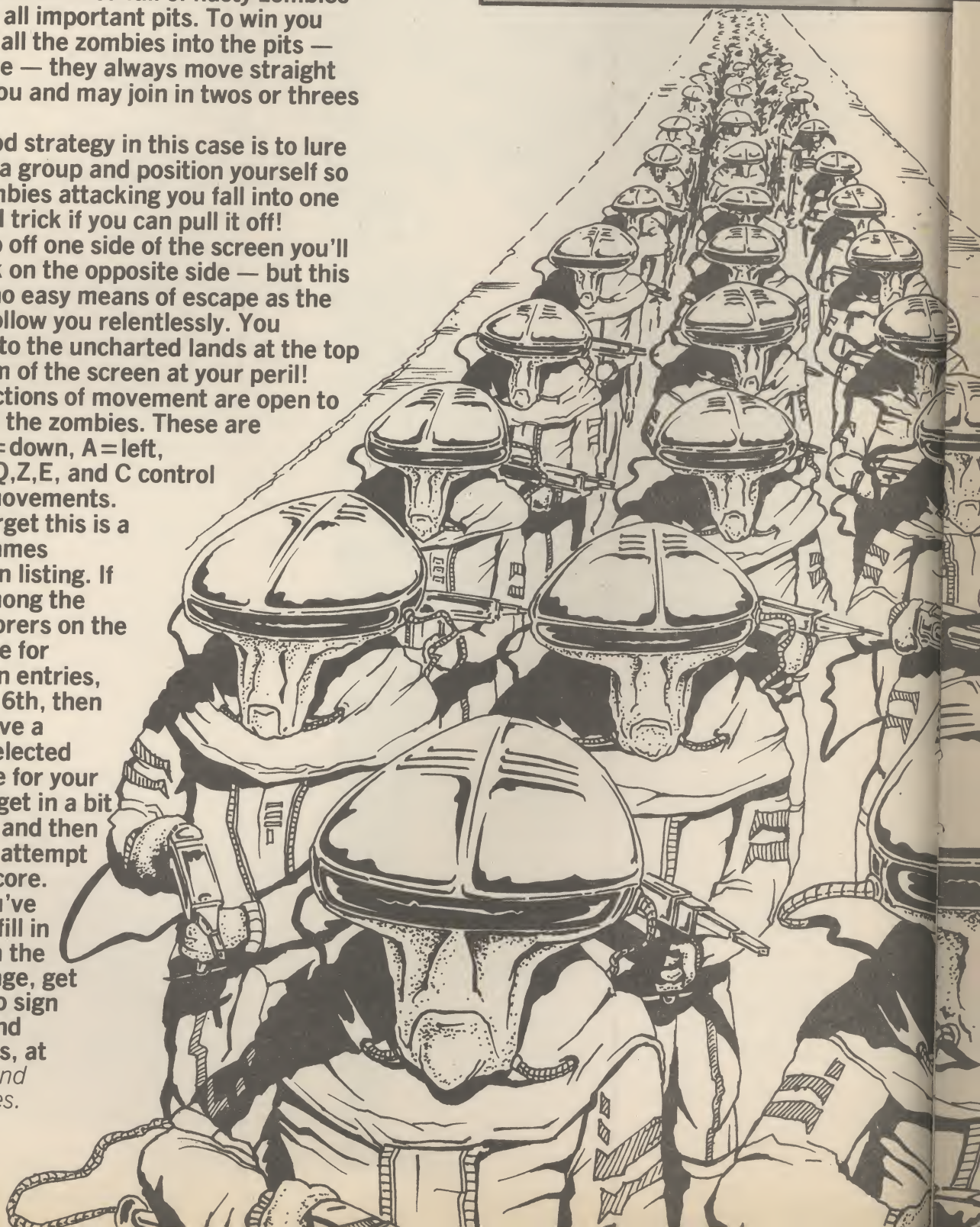
If you go off one side of the screen you'll come back on the opposite side — but this provides no easy means of escape as the zombies follow you relentlessly. You venture into the uncharted lands at the top and bottom of the screen at your peril! Eight directions of movement are open to you — and the zombies. These are W=up, X=down, A=left, D=right, Q,Z,E, and C control diagonal movements.

Don't forget this is a Book of Games competition listing. If you are among the top five scorers on the closing date for competition entries, February 16th, then you'll receive a specially selected games tape for your Vic-20. So get in a bit of practice and then make your attempt at a high score.

Once you've done that, fill in the form on the contents page, get a witness to sign it for you and send it to us, at Computer and Video Games.

Breakdown of the program:

Lines 5-40:	initialisation and preparation.
Lines 50-90:	position and draw zombies and pits.
Lines 130-180:	moves smiling face and checks for zombie or pit.
Lines 190-240:	moves zombies and checks for smiling face or pit.



Lines 400-420: sound effects and scoring when zombie falls in pit.
 Lines 500-715: sound effects and message for player's death.
 Lines 718-730: plays tune.
 Lines 740-770: prints scores and prepares for another game.
 Lines 2000-2080: sets up user defined graphics.

```

5 POKE36879,8
10 PRINT"*****ZOMBIES*****"
12 PRINT"PLEASE WAIT..."
15 GOTO2000
20 DIMC(40),N(40),M(40),A(40)
30 GOTO2020
40 POKE36879,94:S=1:SC=0
50 PRINT"J":FORI=1TO5+S*5:C(I)=0
60 M(I)=INT(RND(1)*22):N(I)=INT(RND(1)*22)+1:IFM(I)
=11ANDN(I)=12THENGOTO60
70 POKE7680+M(I)+22*N(I),0:NEXTI
72 POKE7955,2
75 FORI=1TO40-INT(S/4)
80 R=INT(RND(1)*484):IFPEEK(7702+R)C32THEN80
90 POKE7702+R,4:POKE38422+R,0:NEXTI
100 X=11:Y=12
130 GETA$:IFA$=""THEN130
135 POKE7680+X+22*Y,32
140 IFA$="A"THENX=X-1
141 IFA$="Q"THENX=X-1:Y=Y-1
142 IFA$="E"THENX=X+1:Y=Y-1
143 IFA$="C"THENX=X+1:Y=Y+1
144 IFA$="Z"THENX=X-1:Y=Y+1
150 IFA$="D"THENX=X+1
160 IFA$="W"THENY=Y-1
170 IFA$="X"THENY=Y+1

```

```

172 P=PEEK(7680+X+22*Y):IFP=4THEN500
175 IFP=00RP=10RP=3THEN600
180 POKE7680+X+22*Y,2:POKE38400+X+22*Y,7
190 FORI=1TO5+S*5:IFC(I)=1THEN231
195 POKE7680+M(I)+22*N(I),32
200 IFM(I)XTHENM(I)=M(I)-1:IFA(I)C3THENA(I)=0
210 IFM(I)CXTHENM(I)=M(I)+1:IFA(I)C3THENA(I)=1
220 IFN(I)YTHENN(I)=N(I)+1
230 IFN(I)YTHENN(I)=N(I)-1
231 NEXTI:FORI=1TO5+S*5:IFC(I)=1THEN240
232 P=PEEK(7680+M(I)+22*N(I))
233 IFP=4THEN400
234 IFP=2THEN700
235 IFP=00RP=10RP=3THENA(I)=3
237 POKE7680+M(I)+22*N(I),A(I):POKE38400+M(I)+22*N(I),2
240 NEXTI:GOTO130
400 C(I)=1:FORV=15TO0STEP-1:POKE36876,220+V:POKE36878,V:NEXTV:SC=SC+1:C=C+1
410 PRINT"ZOM="5+S*5-C:"PT'S=" SC:"S="S:"IFC=5+S*5THENS=S+1:C=0:GOTO500
420 GOTO240
500 FORV=15TO0STEP-1:POKE36876,230+V:POKE36878,V:FORT=1TO100:NEXTT:NEXTV
510 A$="*****YOU FELL IN A PIT*****":GOTO710
600 A$="*****YOU'VE HEAD-BUTTED A*****ZOMBIE*****"
610 GOTO710
700 A$="*****EATEN*****"
710 POKE7680+X+22*Y,42
712 FORV=15TO0STEP-1:POKE36877,140+V:POKE36878,V:FORT=1TO100:NEXTT:NEXTV:POKE368
77,0
715 PRINT"*****";A$:"*****"
718 POKE36879,8:POKE36876,0:POKE36869,240
720 POKE36878,15:FORI=1TO11:READA,B:POKE36876,A:FORT=1TOB*200:NEXTT
730 POKE36876,0:FORT=1TO25:NEXTT:NEXTI
740 PRINT"SCORE="SC"ON SCREEN "S
750 IFSC>HTHENPRINT"A NEW HI-SCORE!!!!!!":H=SC
760 PRINT"HI-SCORE="H"ZOMBIES"
765 PRINT"HIT ANY KEY..."
766 GETA$:IFA$=""THEN766
770 SC=0:C=0:RESTORE:GOTO30
2000 POKE52,28:POKE56,28:POKE51,0:CLR
2010 FORI=0TO511:POKE7168+I,PEEK(32768+I):NEXT:GOTO20
2020 FORI=0TO39:READJ:POKE7168+I,J:NEXT:POKE36869,255:GOTO40
2030 DATA12,12,4,124,60,4,4,12
2040 DATA48,48,32,62,60,32,32,48
2050 DATA60,126,219,255,219,195,126,60
2060 DATA231,231,66,231,66,165,165,165
2070 DATA0,28,62,126,60,124,56,0
2080 DATA193,2,193,2,189,1,193,2,200,2,196,1,193,2,189,1,193,2,189,1,193,4

```


GAME: METEOR ATTACK

AUTHOR: PENNY ASPATURIAN

RUNS ON: A TEXAS TI 99/4A IN 14K

A bunch of unfriendly aliens have built a space platform which is in orbit around the earth. To make matters worse these creatures are dropping giant meteors on the planet. If two meteors strike the same spot then the earth is doomed! You are earth's only hope. With the arrow keys (S and D.Alpha Lock down!) move left and right and catch the falling space rocks. Any damage caused by a meteor can be repaired by moving your base ship over the crater and depressing the space bar. The space platform is in a decaying orbit and falls slowly closer to the earth — which makes the rocks harder to catch! Can you save our planet?

Variables:

Bomb:meteor column position.
Drop:meteor row position.
Newdrop:meteor drop height.
Setscore:speed at which space platform drops.
Dir:players' horizontal position.
Move:key pressed.
Find:view of character square.

```
102 CALL CLEAR
103 CALL CHAR(120,"30426DA1A16D423C")
104 CALL SCREEN(12)
105 PRINT "*****":TAB(23);CHR$(120);" 1983"
106 PRINT "*****"
107 PRINT "*****"
108 CALL KEY(0,K,S)
109 IF S=0 THEN 106
110 IF (K=121)+(K=89) THEN 111 ELSE 112
```

```
111 GOSUB 210
112 CALL CLEAR
113 RANDOMIZE
114 BOMB=INT((32-2+1)*RND)+2
115 DROP=4
116 NEWDROP=4
117 SCORE=0
118 SETSCORE=350
119 HEIGHT=2
120 DIR=16
121 CALL SCREEN(2)
122 CALL CHAR(159,"FFFFFFFFFFFFFFFF")
123 CALL CHAR(151,"FFFFFFFFFFFFFFFF")
124 CALL CHAR(119,"FFC3A59999A5C3FF")
125 CALL CHAR(150,"C3C3C3C3C3C3FF")
126 CALL CHAR(143,"00183C7E7E3C1800")
127 CALL CHAR(135,"1B5A7E1B183C2466")
128 CALL COLOR(16,5,1)
129 CALL COLOR(15,13,1)
130 CALL COLOR(14,9,1)
131 CALL COLOR(11,15,1)
132 FOR COLOUR=1 TO 8
133 CALL COLOR(COLOUR,16,1)
134 NEXT COLOUR
135 CALL HCHAR(24,2,151,31)
136 CALL COLOR(13,14,1)
137 CALL HCHAR(HEIGHT-1,2,159,31)
138 CALL HCHAR(HEIGHT,2,119,31)
139 CALL HCHAR(23,DIR,135)
140 CALL KEY(0,MOVE,S)
141 IF MOVE=83 THEN 150
142 IF MOVE=68 THEN 144
143 IF MOVE=32 THEN 147 ELSE 154
144 IF DIR=32 THEN 154
145 DIR=DIR+1
146 GOTO 152
147 CALL HCHAR(24,DIR,151)
148 CALL SOUND(70,-5,0)
149 GOTO 154
```



```

150 IF DIR=2 THEN 154
151 DIR=DIR-1
152 CALL HCHAR(23,DIR-1,32,3)
153 CALL HCHAR(23,DIR,135)
154 GOTO 155
155 DROP=DROP+1
156 IF DROP=23 THEN 160
157 CALL VCHAR(DROP-1,BOMB,32)
158 CALL VCHAR(DROP,BOMB,143)
159 GOTO 140
160 CALL GCHAR(DROP,BOMB,FIND)
161 IF FIND=135 THEN 162 ELSE 170
162 CALL VCHAR(DROP-1,BOMB,32)
163 CALL SOUND(200,3000,0,6000,2)
164 SCORE=SCORE+50
165 IF SCORE<SETSCORE THEN 167
166 GOSUB 201
167 BOMB=INT((32-2+1)*RND)+2
168 DROP=NEWDROP
169 GOTO 140
170 CALL GCHAR(DROP+1,BOMB,FIND)
171 IF FIND=151 THEN 172 ELSE 181
172 CALL VCHAR(DROP-1,BOMB,32)
173 CALL SOUND(100,120,1,120,1)
174 SCORE=SCORE+10
175 IF SCORE<SETSCORE THEN 177
176 GOSUB 201
177 CALL HCHAR(DROP+1,BOMB,150)
178 BOMB=INT((32-2+1)*RND)+2
179 DROP=NEWDROP
180 GOTO 140
181 CALL SOUND(250,-2*3)
182 FOR LOOP=200 TO 1500 STEP 100
183 CALL SOUND(-100,LOOP,1)
184 NEXT LOOP
185 FOR LOOP=1500 TO 200 STEP -100
186 CALL SOUND(-100,LOOP,1)
187 NEXT LOOP
188 CALL CLEAR
189 PRINT TAB(10);"YOU DIED":::::

```

```

190 PRINT "YOU SCORED ";SCORE;" POINTS":::
191 PRINT "DO YOU WANT ANOTHER GAME ? ":"TAB(20);"(Y/N) ":::
192 CALL KEY(O,K,S)
193 IF S=0 THEN 192
194 IF (K=89)+(K=121) THEN 112 ELSE 195
195 END
196 T=1
197 T=T+1
198 GOSUB 199
199 GOTO 197
200 REM *** HARDER GAME ***
201 SETSCORE=SETSCORE+400
202 IF HEIGHT=14 THEN 209
203 HEIGHT=HEIGHT+1
204 NEWDROP=NEWDROP+1
205 CALL HCHAR(HEIGHT-1,1,32,32)
206 CALL HCHAR(HEIGHT,2,119,31)
207 CALL HCHAR(HEIGHT-2,1,32,32)
208 CALL HCHAR(HEIGHT-1,2,159,31)
209 RETURN
210 CALL CLEAR
211 PRINT "USE THE FOLLOWING KEYS :-:::"S - TO MOVE YOUR MAN LEFT"
212 PRINT "IF YOU MOVE YOUR MAN OVER A":::"CRATOR AND PRESS
THE SPACE "::-: BAR,THE CRATOR WILL BE":::
213 PRINT TAB(12);"FILLED IN":::
214 PRINT "PLEASE MAKE SURE THE ALPHA":::"LOCK KEY IS DOWN ..GOODLUCK":::
215 PRINT "PRESS ANY KEY TO CONTINUE..."
216 CALL KEY(O,KEY,S)
217 IF S=0 THEN 216
218 CALL CLEAR
219 RETURN

```




Control keys are: W for up, S for down, H for left and J for right. You get three lives. Scoring is as follows — you get 10 points for each leap forward, 50 points when you safely guide a frog to a lily-pad and 1000 points plus an extra life if you manage to complete a screen.

```

28 FOR F=15 TO 19
29 PRINT AT F,0;"
30 NEXT F
31 PRINT "
32 LET PP=8
33 LET A=PEEK 16396+256*PEEK 1
3397+676
34 LET ZZ=PEEK 16396+256*PEEK
16397+136
35 PRINT AT 0,0;"SCORE-";S;AT
0,12;"HIGH-";H;AT 0,23;"LINES-"
;L
37 LET TT=30
40 PRINT AT 1,9;"BY """";N$;""""
45 PRINT AT 21,0;"TIME
47 REM SETTING UP OF ROAD
50 LET E$=""II II II I I I I
II II II II II II II II I I
II II II II II II II II I I
55 IF SC>2 THEN LET E$=""IIII
III IIII II III IIII IIII
III IIII II III IIII ""
60 POKE A,151
62 PRINT AT 20,0;"
63 PRINT AT 14,0;"
64 REM MOVEMENT OF E$ FOR TARR
FIC
65 PRINT AT 16,0;E$(P TO P+30)
70 PRINT AT 18,0;E$(P1 TO P1+3
0)
75 LET P=P+1
80 LET P1=P1-1
85 IF P=31 THEN LET P=1
90 IF P1=0 THEN LET P1=33
190 REM SETTING UP OF FI ER
200 LET A$=""
""
220 LET B$=""0000 0000 000
0 0000 0000 000
0 0000 0000 000
250 IF AND>.5 THEN LET B$=""0000
++++ 0000 ++++ 0000
+++ 0000 ++++ 0000
260 LET C$=""
""
300 LET D$="" 0000 0000
0000 0000 0000
0000 0000 0000
310 IF RND>.5 THEN LET D$=""
0000 ++++ 0000 ++++
0000 ++++ 0000 ++++
340 REM MOVEMENT OF LOGS AND TU
RTLES
350 PRINT AT 6,0;A$(X TO X+30)
370 PRINT AT 8,0;B$(X1 TO X1+30)
390 PRINT AT 10,0;C$(X TO X+30)
410 PRINT AT 12,0;D$(X1 TO X1+3
0)
415 REM MOVEMENT OF SNAKE ON RI
VER BANK
420 IF SC>2 THEN PRINT AT 14,SS

```



```

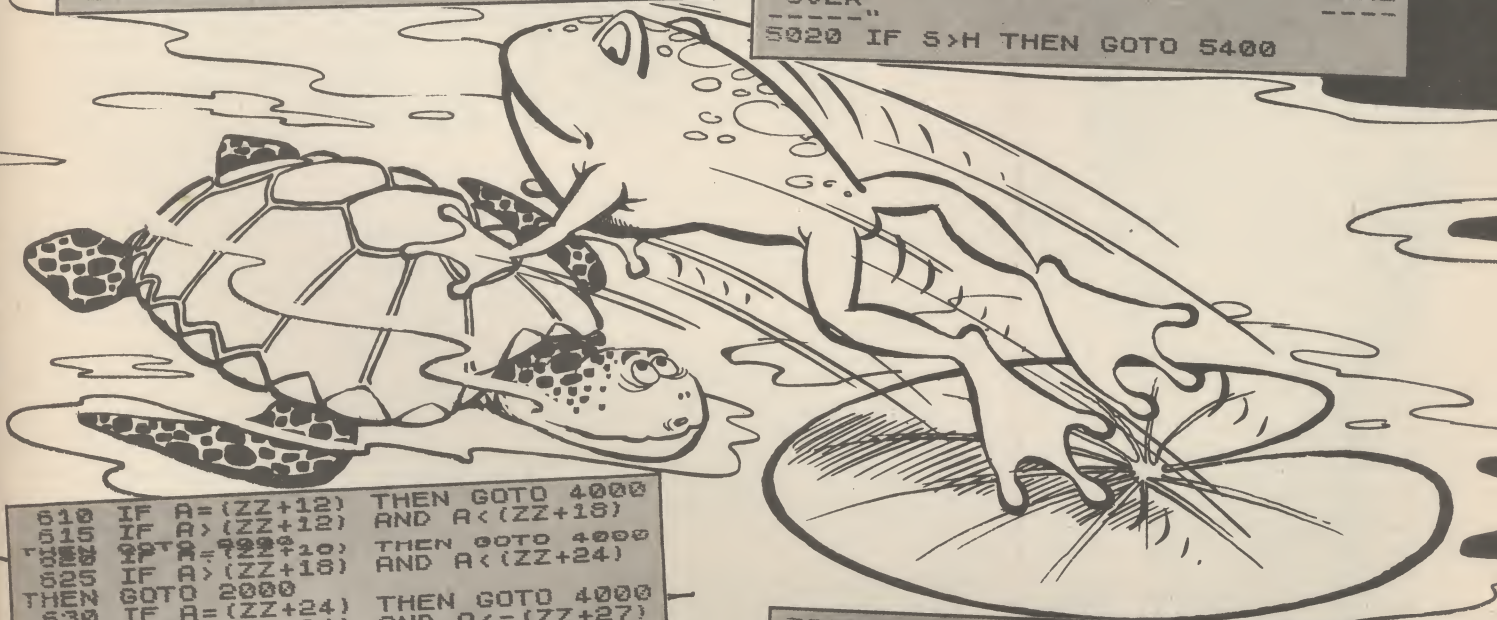
430 LET SS=SS+1
440 IF SS=31 THEN LET SS=0
450 LET X=X+1
470 LET X1=X1-1
490 IF X=31 THEN LET X=1
510 IF X1=0 THEN LET X1=33
550 LET NN=PEEK A
560 LET PP=NN
570 IF NN=0 THEN GOTO 2000
575 IF NN=184 THEN GOTO 2000
580 IF NN=46 THEN GOTO 2000
585 IF NN=21 THEN GOTO 2000
587 REM CHECK TO SEE IF FROG HAS
LANDED ON LILYPAD
590 IF A=ZZ THEN GOTO 4000
595 IF A>ZZ AND A<(ZZ+6) THEN G
OTO 2000
600 IF A=(ZZ+6) THEN GOTO 4000
605 IF A>(ZZ+6) AND A<(ZZ+12) T
HEN GOTO 2000

```

```

4040 POKE A+1,27
4050 IF LO=5 THEN GOTO 4100
4070 GOTO 32
4100 REM BONUS FOR FROG HOME
4105 PRINT AT 16,0;" 1000 PO
UNT BONUS FOR F
4110 PRINT AT 18,0;" FB
4120 LET S=S+1000
4130 PRINT AT 0,7;S
4140 FOR T=0 TO 100
4150 NEXT T
4155 LET LO=0
4160 LET SC=SC+1
4170 LET L=L+1
4180 GOTO 15
5000 REM GAME OVER ROUTINE
5005 CLS
5010 PRINT AT 3,0;"
OVER
GAME
-----
5020 IF S>H THEN GOTO 5400

```



```

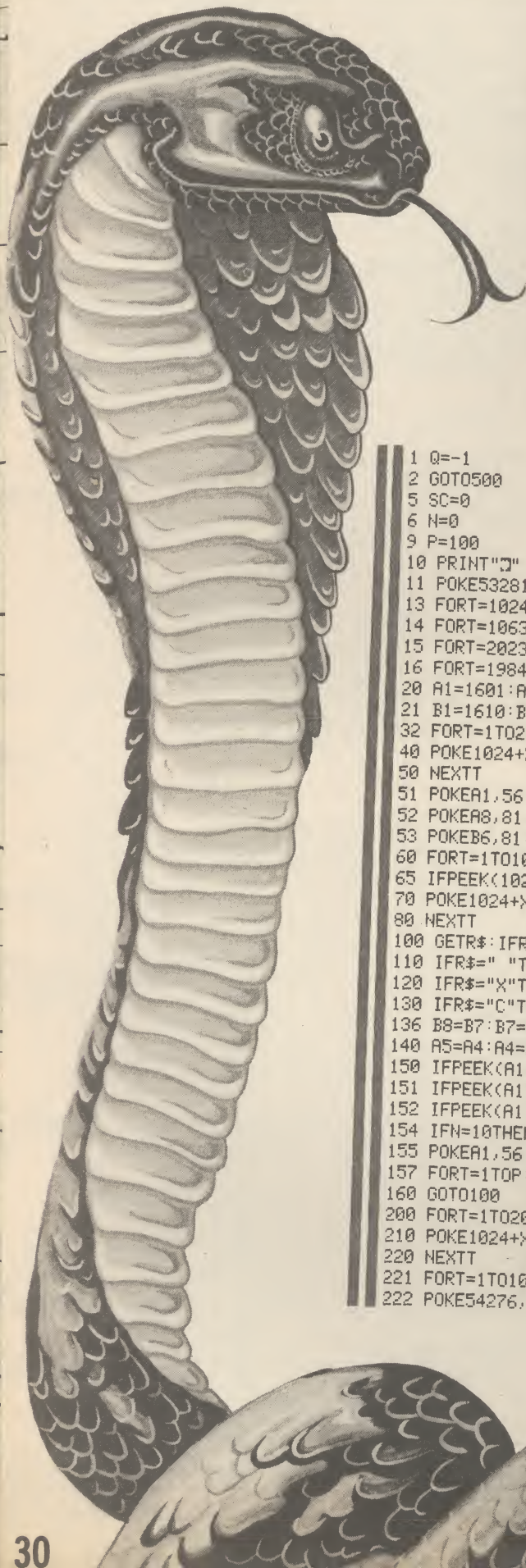
610 IF A=(ZZ+12) THEN GOTO 4000
615 IF A>(ZZ+12) AND A<(ZZ+18)
620 IF A>(ZZ+18) THEN GOTO 4000
625 IF A>(ZZ+18) AND A<(ZZ+24)
THEN GOTO 2000
630 IF A=(ZZ+24) THEN GOTO 4000
635 IF A>(ZZ+24) AND A<=(ZZ+27)
THEN GOTO 2000
650 IF NN=52 THEN LET A=A+1
660 IF NN=136 THEN LET A=A-1
920 LET K=A
925 REM KEYS FOR MOVEMENT OF FB
930 IF INKEY$="H" THEN LET K=K-
940 IF INKEY$="J" THEN LET K=K+
950 IF INKEY$="U" THEN LET K=K-
960 IF INKEY$="S" THEN LET K=K+
970 IF INKEY$="U" THEN LET S=S+
1000 LET A=K
990 POKE A,151
995 POKE A,PP
1000 LET TT=TT-(1/2)
1010 PRINT AT 21,TT;" "
1020 IF TT=5 THEN GOTO 1900
1100 GOTO 60
1100 POKE A,189
1100 FOR T=0 TO 30
1105 PRINT AT 21,0;"TIME";AT 21,
0;"TIME"
1200 NEXT T
1200 REM DEAD FROG
1205 FOR T=0 TO 10
1300 POKE A,159
1300 NEXT T
1300 LET L=L-1
1305 IF L=0 THEN GOTO 5000
1310 LET A=PEEK 16396+255*PEEK 1
1397+676
1399 GOTO 35
1400 REM FROG REACHED LILYPAD
1405 LET S=S+50
1410 LET LO=LO+1
1420 POKE A-1,33
1430 POKE A,25

```

```

5030 PRINT AT 7,0;"YOUR FINAL SC
ORE WAS ";S
5040 PRINT AT 19,0;" ANOTHER
GAME (Y OR N)"
5050 INPUT M$
5060 IF M$="" THEN GOTO 5050
5070 IF M$="Y" THEN GOTO 6000
5080 IF M$<>"Y" THEN STOP
5400 REM ENTERING NAME OF HIGH S
5410 LET H=S
5500 PRINT AT 5,0;" WELL DONE Y
OU HAVE ATTAINED
T SCORE SO FAR."
5510 PRINT AT 8,0;"
YOUR NAME
10 LETTERS)"
5520 INPUT N$
5530 IF LEN N$>10 THEN GOTO 5520
5540 PRINT AT 15,0;"A SCORE OF "
5550 GOTO 5040
6000 CLS
6010 GOTO 3
7000 PRINT AT 3,4;"
SGA FROG
7010 PRINT AT 9,9;"BY M. WHYSALL
7015 PRINT AT 18,2;"PRESS N/L TO
PLAY "FROGGA"
7020 INPUT L$
7025 LET N$="???????????"
7040 IF L$="" THEN GOTO 7100
7100 CLS
7500 RETURN
8000 SAVE "FROGGA"
9010 GOTO 1

```

You have to be a really slippery customer to master Sid the Snake. He zaps around the screen eating tasty snacks as he goes — and growing longer all the time. Sid moves faster after each meal and it requires split second timing to control him. You must keep Sid clear of the walls — and there are some poisonous

morsels dotted around among Sid's snake food which he must not eat. You must also stop Sid running into his own tail — a difficult task as he grows longer and longer. Control Sid using D for up, Space for down, X for left and C for right. Full instructions are included in the program.

```

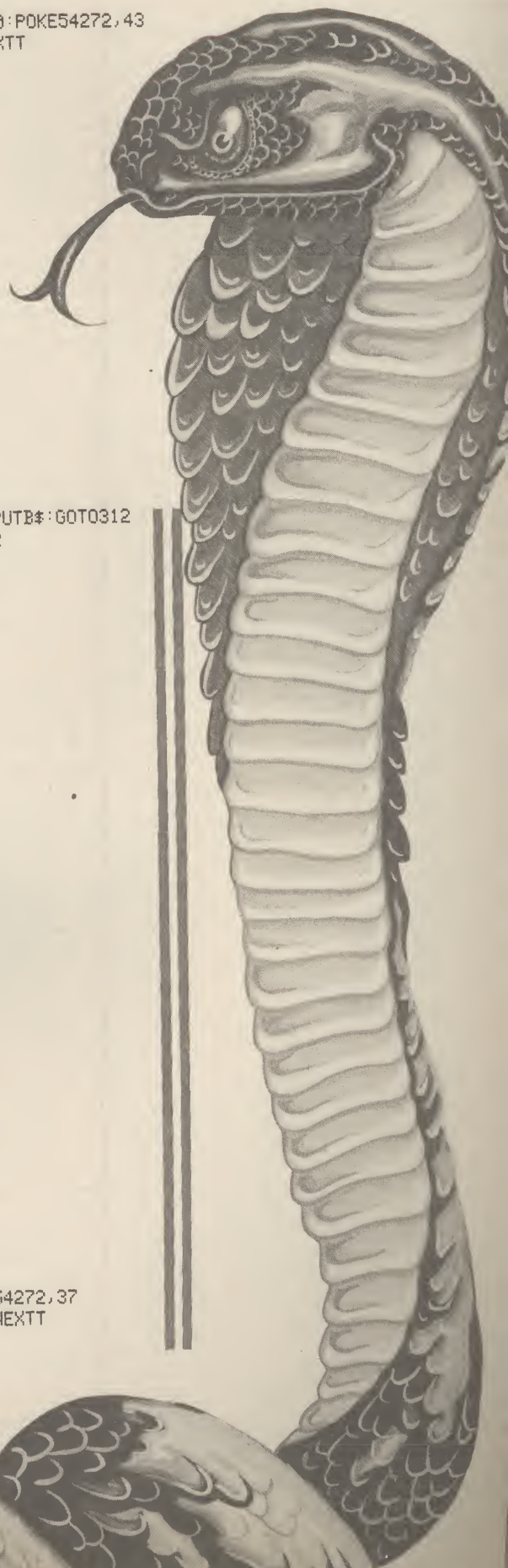
1 Q=-1
2 GOTO500
5 SC=0
6 N=0
9 P=100
10 PRINT"D"
11 POKE53281,0
13 FORT=1024TO1063:POKET,160:NEXT
14 FORT=1063TO2023STEP40:POKET,160:NEXT
15 FORT=2023TO1984STEP-1:POKET,160:NEXT
16 FORT=1984TO1024STEP-40:POKET,160:NEXT
20 A1=1601:A2=1602:A3=1603:A4=1604:A5=1605:A6=1606:A7=1607:A8=1608:A9=1609
21 B1=1610:B2=1611:B3=1612:B4=1613:B5=1614:B6=1615:B7=1616:B8=1617
32 FORT=1TO20:X=INT(RND(1)*954)+41
40 POKE1024+X,160
50 NEXTT
51 POKEA1,56:POKEA2,81:POKEA3,81:POKEA4,81:POKEA5,81:POKEA6,81:POKEA7,81
52 POKEA8,81:POKEA9,81:POKEB1,81:POKEB2,81:POKEB3,81:POKEB4,81:POKEB5,81
53 POKEB6,81:POKEB7,81:POKEB8,32
60 FORT=1TO10:X=INT(RND(1)*912)+41
65 IFPEEK(1024+X)<32THENX=INT(RND(1)*912)+41:GOTO65
70 POKE1024+X,102:POKE55296+X,1
80 NEXTT
100 GETR$:IFR$="D"THENQ=-40
110 IFR$=" "THENQ=40
120 IFR$="X"THENQ=-1
130 IFR$="C"THENQ=1
136 B8=B7:B7=B6:B6=B5:B5=B4:B4=B3:B3=B2:B2=B1:B1=A9:A9=A8:A8=A7:A7=A6:A6=A5
140 A5=A4:A4=A3:A3=A2:A2=A1:A1=A1+Q
150 IFPEEK(A1)=160THEN300
151 IFPEEK(A1)=81THEN300
152 IFPEEK(A1)=102THENS=SC+10:N=N+1:P=P-5:GOSUB800
154 IFN=10THEN200
155 POKEA1,56:POKEA2,81:POKEB8,32
157 FORT=1TOP:NEXT
160 GOTO100
200 FORT=1TO20:X=INT(RND(1)*959)+40
210 POKE1024+X,160
220 NEXTT
221 FORT=1TO10:POKE54277,64:POKE54276,17:POKE54273,17:POKE54272,37
222 POKE54276,0:POKE54277,0:POKE54273,0
    
```



```

223 FORKL=1T0100:NEXT:POKE54277,128:POKE54276,17:POKE54273,40:POKE54272,43
225 FORKL=1T0100:NEXT:POKE54276,0:POKE54277,0:POKE54273,0:NEXTT
230 FORT=1T010:X=INT(RND(1)*912)+41
235 IFPEEK(1024+X)<>32THENX=INT(RND(1)*912)+41:GOTO235
240 POKE1024+X,102:POKE55296+X,1
250 NEXTT
260 N=0
270 GOTO155
300 PRINT"J"
305 PRINT"XXXXXXXXXX HONOUR BOARD "
310 PRINT"XXXXXXXXXX YOUR SCORE WAS "SC
311 IFSC>H5THENPRINT"XXXXXXXXXXPLEASE ENTER YOUR NAME":GOTO400
312 PRINT" 1ST HIGHEST SCORE BY "A$" WAS "H1
313 PRINT" 2ND HIGHEST SCORE BY "B$" WAS "H2
314 PRINT" 3RD HIGHEST SCORE BY "C$" WAS "H3
315 PRINT" 4TH HIGHEST SCORE BY "D$" WAS "H4
316 PRINT" 5TH HIGHEST SCORE BY "E$" WAS "H5
320 PRINT"XXXXXXXXXX WANT ANOTHER GO (Y/N) ?"
330 GETT$:IFT$="Y"THENPOKE53281,0:GOTO1
340 IFT$="N"THENEND
350 GOTO330
400 IFSC>H1THENH5=H4:H4=H3:H3=H2:H2=H1:H1=SC:E$=D$:
D$=C$:C$=B$:B$=A$:GOTO450
410 IFSC>H2THENH5=H4:H4=H3:H3=H2:H2=SC:E$=D$:D$=C$:C$=B$:INPUTB$:GOTO312
420 IFSC>H3THENH5=H4:H4=H3:H3=SC:E$=D$:D$=C$:INPUTC$:GOTO312
430 IFSC>H4THENH5=H4:H4=SC:E$=D$:INPUTD$:GOTO312
440 H5=SC:INPUTE$:GOTO312
450 INPUTA$:GOTO312
500 PRINT"XXXXXXXXXXBY JUSTIN VETTA "
510 PRINT"XXXXXXXXXX SHAKES 64 "
515 PRINT"XXXXXXXXXX "
520 PRINT"XXXXXXXXXX SNAKES "
530 PRINT"XXXXXXXXXX SNAKES "
540 PRINT"XXXXXXXXXX "
541 PRINT"XXXXXXXXXX 4 "
542 PRINT"XXXXXXXXXX T "
543 PRINT"XXXXXXXXXX "
550 PRINT"XXXXXXXXXXYOU ARE A SNAKE TRAVELING AROUND"
560 PRINT"XXXXXXXXXXTHE SCREEN.YOU MUST EAT THESE X TO"
570 PRINT"XXXXXXXXXXGET ONTO A NEW SHEET.REMEMBER YOU"
572 PRINT"XXXXXXXXXXYOU MUST NOT EAT THESE X EVERY"
573 PRINT"XXXXXXXXXXTIME YOU EAT X YOU MOVE FASTER.YOU"
575 PRINT"XXXXXXXXXXMUST NOT EAT THE WALL OR YOUR TAIL"
599 PRINT"XXXXXXXXXXPRESS SPACE TO CONTINUE"
600 GETR$:IFR$=" "THEN640
610 GOTO600
640 PRINT"XXXXXXXXXXYOU ARE : 8XXXXXXXXXX"
650 PRINT"XXXXXXXXXXTHE CONTROLS ARE :
660 PRINT"XXXXXXXXXXXXXXXXXXXX"
670 PRINT"XXXXXXXXXXXXXXXXXXXX"
675 PRINT"XXXXXXXXXXXXXXXXXXXX"
680 PRINT"XXXXXXXXXX— —C"
685 PRINT"XXXXXXXXXXXXXXXXXXXX"
686 PRINT"XXXXXXXXXXXXXXXXXXXX"
688 PRINT"XXXXXXXXXXSPACE "
690 PRINT"XXXXXXXXXXPRESS SPACE TO START PLAY"
700 GETR$:IFR$=" "THENPOKE53281,1:GOTO5
710 GOTO700
800 POKE54296,15
810 FORT=1T010:POKE54277,64:POKE54276,17:POKE54273,17:POKE54272,37
815 FORKL=1T0100:NEXT:POKE54276,0:POKE54277,0:POKE54273,0:NEXTT
820 RETURN

```



GAME: CAVERN BLAST

AUTHOR: PETER FOTHERGILL

RUNS ON: A SPECTRUM IN 16K

Aliens have discovered your underground fortress — and they are making an all out attempt to destroy it. You are the commander of the fortress defence systems and control a laser blaster which you must use to shoot down the attacking aliens. A force shield protects the fortress — and you must protect the force shield. If an alien manages to blast it three times then the fortress will be destroyed.

The aliens come in two different shapes. The slow, green ones are battle cruisers. The fast yellow ones are star-fighters. You score 30 points for a green alien, 50 for a yellow one. At 1,000 and 2,500 you'll get an extra life plus a 200 point bonus. A high score table is included to record your best efforts.

The program includes machine code sound effects. These are poked in from lines 75 to 90 and called using LET L=USR 65000 and LET 1=USR 65030. From these two calls an array of sounds is produced by poking in subsequent numbers throughout the program.

On levels two and three when the two millipedes appear and drop bombs some of the machine code sound effects are called and the program stops. This can be cured by omitting line 3270.

Variables:

ax = vertical co-ordinate of your cannon.
bx = horizontal co-ordinate of your cannon.
cx = vertical co-ordinate of fast alien ship.
dx = horizontal co-ordinates of fast alien ship.
ex = vertical co-ordinate of slow alien ship.
fx = horizontal co-ordinate of slow alien ship.
sc = score.
li = lives left.


```

2 REM
LS 5 BORDER 0: PAPER 0: INK 7: C
9 REM Data for UDGs
10 FOR f=0 TO 7: FOR g=0 TO 7:
READ a: POKE USA CHR$ (144+f)+9
a: NEXT g: NEXT f
20 DATA 192,240,80,127,127,80,
240,192
30 DATA 0,0,0,255,255,0,0,0
40 DATA 0,1,31,99,127,31,1,0
50 DATA 48,248,24,238,238,24,2
48,48
60 DATA 24,73,214,143,47,216,3
4,24
70 DATA 0,12,62,199,255,62,12,
0
80 DATA 15,62,124,216,216,124,
52,15
90 DATA 255,1,1,1,1,1,1,255
499 REM Game Instructions
500 PRINT AT 3,0;"YOU COMMAND A
LONE LASER CANNON WHICH PROTECT
S A HIDDEN FORTRESS DEEP INSIDE A
CAVERN. BY MOVING YOUR CANNON U
P AND DOWN THE FORTRESS ENER
GY SHIELD YOU MUST BLAST THE ATT
ACKING ALIENS. IF THEY HIT THE
SHIELD YOU LOSE A LIFE. WHEN THE
Y HIT THREE TIMES THE FORTRESS
IS DESTROYED!!!"
510 PRINT AT 13,0; INK 6;" UP="
520 DOWN="2" FIRE="P"
515 PRINT AT 14,0; INK 6;"
HOLD="H"
520 PRINT AT 16,0; INK 3;" 30
POINTS 50 POINTS"
530 PRINT AT 16,0; INK 4;" 40
540 PRINT AT 16,13; INK 6;" 60
545 PRINT AT 17,0; INK 6;" Bonus
Cannon at 1000 points"; AT 18,12
;"and 2500 points"
550 PRINT AT 19,3; PAPER 1;"PRE
SS A KEY TO START"
560 PRINT AT 21,1; INK 3;"@ PET
ER FOTHERGILL 1983."
570 FOR f=2 TO 6
580 PRINT AT 0,0; INK f;"E
ERN BLAST CA
590 IF INKEY$="" THEN CLS : GO
TO 1000
595 PAUSE 14
600 NEXT f
610 GO TO 570
620 REM Cavern scenery
1000 FOR f=5 TO 16
1005 BEEP .005,20
1010 PRINT AT f,0; INK 6; PAPER
1;" "
1020 NEXT f
1030 FOR f=0 TO 255
1040 PLOT INK 2;f,175
1050 DRAW INK 2;0,RND*-30+9
1051 PLOT INK 2;f,0
1055 DRAW INK 2;0,RND*36+3
1060 NEXT f
1199 REM Variables
1200 LET ax=12
1210 LET bx=1
1220 LET cx=INT (RND*10)+6
1230 LET dx=28
1232 LET ex=INT (RND*10)+6
1235 LET fx=28
1240 LET sc=0
1250 LET li=3
1290 FOR g=0 TO 20 STEP 5
1300 FOR f=-10 TO 0 STEP 3: BEEP
.01,f+g: NEXT f
1310 PAUSE 3: NEXT g
1499 REM Main Loop
1500 PRINT AT ax,bx; INK 5;"P"
1510 IF INKEY$="q" AND ax>5 THEN
LET ax=ax-1: BEEP .001,60: PRIN
T AT ax-1,bx;" "
1520 IF INKEY$="z" AND ax<16 THE
N LET ax=ax+1: BEEP .001,60: PRI
NT AT ax-1,bx;" "
1530 IF INKEY$="p" THEN GO SUB 3
300
1540 IF INKEY$="h" THEN PAUSE 0
1600 PRINT AT cx,dx; INK 6;"
1605 PRINT AT ex,fx; INK 4;"

```

```

1610 LET dx=dx-2
1620 LET fx=fx-1
1630 IF dx=0 THEN GO SUB 3500
1634 IF fx=0 THEN GO SUB 3500
1700 IF sc<1000 AND sc<1100 THEN
GO SUB 3700
1710 IF sc<2500 AND sc<2600 THEN
GO SUB 3700
1990 PRINT AT 0,0; PAPER 2;"SCOR
E"; AT 0,25;"LIVES ";li
2000 GO TO 1500
2550 NEXT g: NEXT f
3000 FOR f=1 TO 29 STEP 3
3010 PRINT AT ax,bx+f; INK 1;"—
="
3020 NEXT f
3025 BEEP .004,20: BEEP .004,40
3030 PRINT AT ax,bx+1;"
3040 IF ax=cx THEN PRINT AT cx,d
x; INK 6; PAPER 2;"X"; FOR f=0
TO 4: BEEP .001,55: NEXT f: LET
sc=sc+50: PRINT AT cx,dx;" "
ET cx=INT (RND*10)+6: LET dx=28
3050 IF ax=ex THEN PRINT AT ex,f
x; INK 6; PAPER 2;"X"; FOR f=0
TO 4: BEEP .001,55: NEXT f: LET
sc=sc+50: PRINT AT ex,fx;" "
ET ex=INT (RND*10)+6: LET fx=28
3100 RETURN
3500 LET li=li-1
3510 PRINT AT 0,31; PAPER 2; FLA
SH 1;li
3520 FOR f=0 TO 5
3530 FOR g=7 TO 1 STEP -1
3540 PRINT AT ax,bx; INK 9;"P"
3545 BEEP .001,g+55
3550 NEXT g: NEXT f
3555 PRINT AT cx,dx+1;" "
3560 PRINT AT ex,fx+1;" "
3565 IF li=0 THEN GO TO 4000
3580 LET dx=38
3584 LET fx=28
3600 RETURN
3700 PRINT AT 11,5; INK 4;"BONUS
SUM"; INK 5;" + "; INK 6;"200 P
OINTS"
3705 FOR n=0 TO 1
3710 FOR g=0 TO 40 STEP 4
3720 FOR f=0 TO 15 STEP 4
3730 BEEP .02,f+g: NEXT f: NEXT
g
3740 NEXT n
3750 LET li=li+1
3760 FOR f=1 TO 40: LET sc=sc+5:
BEEP .001,45: PRINT AT 0,6; PAP
ER 2;sc: NEXT f
3770 FOR f=5 TO 27
3780 PRINT AT 11,f;" ": NEXT f
3790 PRINT AT cx,dx;" " AT ex
,fx;" "
3800 LET dx=28: LET fx=28
3810 RETURN
4000 PRINT AT 10,7;"O A H E O V
E R"
4001 FOR f=0 TO 100: BORDER 7: 0
UT 34300,20: BORDER 0: NEXT f
4002 FOR f=0 TO 100: BORDER 7: 0
UT 34350,100: OUT 34300,20: BORD
ER 0: NEXT f
4005 FOR f=0 TO 1
4010 BEEP .1,-30: BEEP .1,-20: B
EEP .1,-17: BEEP .1,-23
4015 NEXT f
4020 PRINT AT 12,3;"CAVERN FORTR
ESS DESTROYED"
4030 FOR f=-15 TO -35 STEP -5
4040 BEEP .13,f
4050 NEXT f
4060 PRINT AT 14,7;"YOU HAVE FAI
LED!"
4070 FOR f=0 TO 55
4080 BEEP .005,10: BEEP .005,20:
BEEP .005,0
4090 NEXT f
4100 CLS : GO TO 500
9000 REM USER DEFINED GRAPHICS
A = 1 B = - CD = 0
E = 0 FG = 0 H = 1
9999 SAVE "CAVERN" LINE 1

```


GAME: MILLIMAN

AUTHOR: IAN JAMIESON

RUNS ON: A SPECTRUM IN 16K

```

5 CLEAR 64999
10 FOR n=0 TO 15:8-1
20 READ a: POKE USR "a"+n,a
30 NEXT n
40 DATA 60,126,255,a,a,a,126,6
42 DATA a,118,255,240,a,255,12
44 DATA 24,a,219,126,a,60,a,0
46 DATA 60,110,255,15,a,255,12
48 DATA 0,126,129,195,255,a,12

```

Who wants to be a millionaire — you all do! Well, here's your chance. All you have to do is guide Max the Milliman among the giant tulips — picking up all the £1 and £5 notes you can find. To score points you must deposit your haul in your personal safe deposit box at the bank.

Unfortunately you keep misplacing the key to the vault and you must find it among the tulips before you can get to the bank. Also chasing the cash are two bomb dropping millipedes and a ravenous Pacman! To pick up your key or a bank-note you must position Max over it — the same applies when you want to deposit money at the bank. To move on to the next screen you must return home.

Each screen will only end when the Pacman character has reached a third of the way up the screen. The Pacman will also occasionally drop a ring — which is worth bonus points if Max collects it.

After the easy first screen a millipede will appear and drop bombs — beware of leaving Max on the line below the buildings as this is where the millipede appears.

If Max runs into a tulip, hits the Pacman or is hit by a bomb you'll lose a life. Each successive screen has more tulips to tiptoe through and two millipedes appear. Control keys are: 7=up, 6=down, 5=left, 8=right.

IMPORTANT NOTE: Please remember to add line 9077 LET ky=0. Lines 102 and 8335 may be omitted.

Loops:

n,m: general loop variables.
p: x-co-ordinate of Pacman.

Flags:

Ky: key in possession

(1)YES(0)NO

Rg: Ring dropped (1)YES(0)NO

```

5,60 DATA 0,96,159,151,101,0,0,0
52 DATA 1,3,7,15,31,63,127,255
54 DATA 128,192,224,240,240,25
2,254,255
60 DATA 146,84,56,254,56,84,14
6,0
64 DATA 0,28,62,26,54,65,54,28
66 DATA 40,56,16,56,3,3,3,16
68 DATA 28,3,3,127,93,3,20,54
70 DATA 12,12,25,126,88,60,98,
67 72 DATA 24,88,72,126,26,62,70,
194
74 DATA 60,126,219,255,231,231,
102,36
75 FOR n=65000 TO 65028
76 READ a: POKE n,a: POKE n+30
,a
78 NEXT n
80 FOR n=1 TO 14: READ a,b
82 POKE a,b: NEXT n
84 DATA 6,20,197,33,0,3,17,1,0
86 DATA 205,181,3,225,17,16,0,167,2
87,82,32,240,193,16,232,201,0,0,
90 DATA 65031,1,65034,15,65035
1,65045,100,65049,90,a+1,125,a+
1,254,a+1,255,a+1,32,a+1,237,a+1
193,a+1,16,a+1,230,a+1,201
98 LET a=0
99 REM *****
100 LET rg=0: LET c=1
102 LET li=3
105 LET bk=0: LET cr=0
110 LET x=1: LET y=27
130 RESTORE 135
132 READ a$
135 DATA "*****"
137 LET sc=0
140 LET wv=1: LET ml=0: LET ky=
141 LET pc=4
142 LET li=3: LET py=0
144 LET pa=1
145 IF a=1 THEN GO TO 195
150 DIM h(6): DIM n$(6,3)
155 FOR n=1 TO 6
157 LET n$(n)="???"
160 NEXT n
195 GO SUB 8000
199 REM *****
200 BRIGHT 0: BORDER 5: PAPER 7

```




```

INK 0: CLS
210 PRINT AT 0,0;" "
220 PRINT AT 1,0; PAPER 0; INK
7;"BANK"
230 PRINT AT 0,14;" "
240 PRINT AT 1,14; PAPER 0; INK
0;"SHOP"
250 PRINT AT 0,28;" "
260 PRINT AT 1,28; PAPER 0; INK
5;"HOME"
270 FOR n=2 TO 20
280 LET r=INT (RAND*32)
290 IF ATTR (n,r)<>56 THEN GO T
0 280
300 PRINT INK INT (RAND*3+1);AT
n,r;" "
305 PRINT INK 4;AT n+1,r;" "
310 NEXT n
320 FOR n=2 TO 20 STEP 2
330 LET r=INT (RAND*31)
340 IF ATTR (n,r)<>56 OR ATTR (
n,r+1)<>56 THEN GO TO 330
350 IF RAND>.9 THEN PRINT AT n,r
; PAPER 5; INK 0;"25"; GO TO 370
360 PRINT AT n,r; INK 0; PAPER
4;"21"
370 NEXT n
371 LET q=14+nv
372 LET r=INT (RAND*32)
373 IF ATTR (q,r)<>56 THEN GO T
0 371
374 PRINT AT q,r; PAPER 6; INK
0;" "
375 IF nv=1 THEN GO TO 400
380 FOR n=1 TO nv*2-2
385 LET q=INT (RAND*19+2)
390 LET r=INT (RAND*32)
395 IF ATTR (q,r)<>56 OR ATTR (
q+1,r)<>56 THEN GO TO 385
395 PRINT INK INT (RAND*3+1);AT
q,r;" "
397 NEXT n
399 REM *****
400 FOR p=21 TO 2 STEP -1
405 LET py=py+pa
410 PRINT AT p,py;3*(pc)
412 POKE 65037,0: LET l=USR 650
30

```

```

420 GO SUB 1000
425 IF p=x AND py=y THEN POKE 6
5037,2: LET l=USR 65030: LET l=0
5037,2: GO TO 9500
430 IF #1 AND RAND>.95 THEN GO T
0 3100
440 IF (py=31 AND pa=1) OR (py=
0 AND pa=-1) THEN GO TO 3000
450 PRINT AT p,py;" "
455 IF NOT r9 AND RAND>.95 AND
(12 THEN PRINT AT p,py; INK 2; p
APER 5;" "
470 GO TO 405
470 GO TO 405
999 REM *****
1045 LET c=1
1050 LET f=x: LET h=y
1100 IF INKEY$="7" AND x<>1 THEN
LET x=x-1
1110 IF INKEY$="6" AND x<>21 THE
N LET x=x+1
1120 IF INKEY$="5" AND y<>0 THEN
LET y=y-1: LET c=3
1130 IF INKEY$="8" AND y<>31 THE
N LET y=y+1: LET c=2
1140 IF ATTR (x,y)<>56 THEN GO T
0 4000
1200 PRINT AT f,h;" ";
1210 PRINT AT x,y;a$(c)
1300 RETURN
2999 REM *****
3000 PRINT AT p,py;" "
3005 LET pa=1-2*(pa=1)
3007 LET pc=4+(pc=4)
3008 LET py=-1+33*(py=31)
3010 NEXT p
3015 GO TO 9000
3099 REM *****
3100 FOR n=0 TO INT (RAND*12)
3102 POKE 65037,0
3105 PRINT AT 2,n;" "
3110 LET l=USR 65030
3120 PRINT INK INT (RAND*4);AT 2,
n;" "
3130 NEXT n
3190 LET b=0
3240 PRINT AT 2,n;" "
3250 FOR m=3 TO 20
3260 PRINT AT m,n;" "

```



CONTINUED

```

4240 FOR n=1 TO 100: NEXT n
4245 GO TO 9500
4400 PRINT AT x,y;"*";AT f,h;" "
4405 POKE 65001,5: POKE 65005,3
4410 LET l=USR 65000
4420 GO TO 1200
4600 LET bk=bk+cr
4605 LET sc=sc+10*cr
4610 LET cr=0: LET x=f: LET y=h
4620 POKE 65037,9: LET l=USR 650
30: GO TO 1200
7999 REM *****
8000 BORDER 0: PAPER 0: INK 6: B
RIGHT 1: CLS
8030 PRINT AT 1,13;"TODAYS";AT 3
,14;"BEST"
8040 FOR n=5 TO 15 STEP 2
8045 PRINT AT n,11; PAPER 4; INK
0;"000000"
8050 PRINT AT n,17-LEN STR$ h((n
+1)/2-2); PAPER 4; INK 0;h((n+1)
/2-2)
8060 PRINT AT n,18; INK 0; PAPER
4;n$((n+1)/2-2)
8070 NEXT n
8080 PRINT "....." PRESS ANY KEY
TO START"
8090 PAUSE 1: PAUSE 0
8110 RETURN
8335 PRINT h(1);" ";sc
8999 REM *****
9000 CLS
9003 POKE 65037,0
9005 FOR n=1 TO 10
9006 LET l=USR 65030
9007 NEXT n
9010 PRINT AT 8,8;"WAVE ";wv;" C
OMPLETED"
9020 POKE 65037,4: LET l=USR 650
30
9030 LET sc=sc+50*wv
9040 LET wv=wv+1
9050 IF wv>6 THEN LET wv=6
9060 LET m=l+1
9070 IF m(>2 THEN LET m(=2
9075 LET rg=0: LET pc=4
9080 LET x=1: LET y=27: LET pa=1
: LET py=0: GO TO 200
9499 REM *****
9500 CLS
9501 LET li=li-1
9505 IF li=0 THEN GO TO 9550
9510 PRINT AT 8,8;"LIVES REMAINI
NG=";li
9520 POKE 65001,50: POKE 65005,1
: LET l=USR 65000
9525 LET pc=4: LET x=1: LET y=27
: LET pa=1: LET py=0: LET cr=0:
LET ky=0: LET rg=0
9530 GO TO 200
9550 PRINT AT 8,11;"GAME OVER"
9555 PAUSE 1: PAUSE 100
9560 IF sc>h(6) THEN GO TO 9600
9570 PRINT AT 12,4;"Press any ke
y to start"
9580 PAUSE 1: PAUSE 0: GO TO 100
9600 FOR n=5 TO 1 STEP -1
9610 IF sc=h(n) THEN GO TO 9700
9620 NEXT n
9700 IF n+1=6 THEN LET h(6)=sc:
GO TO 9800
9710 FOR m=6 TO n+1 STEP -1
9715 IF m=1 THEN LET h(m)=sc:, GO
TO 9800
9720 LET h(m)=h(m-1)
9730 LET n$(m)=n$(m-1)
9740 NEXT m
9750 LET h(n+1)=sc
9800 CLS
9810 PRINT AT 1,1;"WELL DONE! YO
U HAVE ONE OF THE";AT 3,1;"HIGH
SCORES. PLEASE ENTER YOUR";AT 5,
1;"INITIALS (3 CHARACTERS MAX.)"
9820 INPUT b$: IF LEN b$<3 THEN
GO TO 9820
9830 LET n$(n+1)=b$( TO 3)
9840 LET a=1: GO TO 110

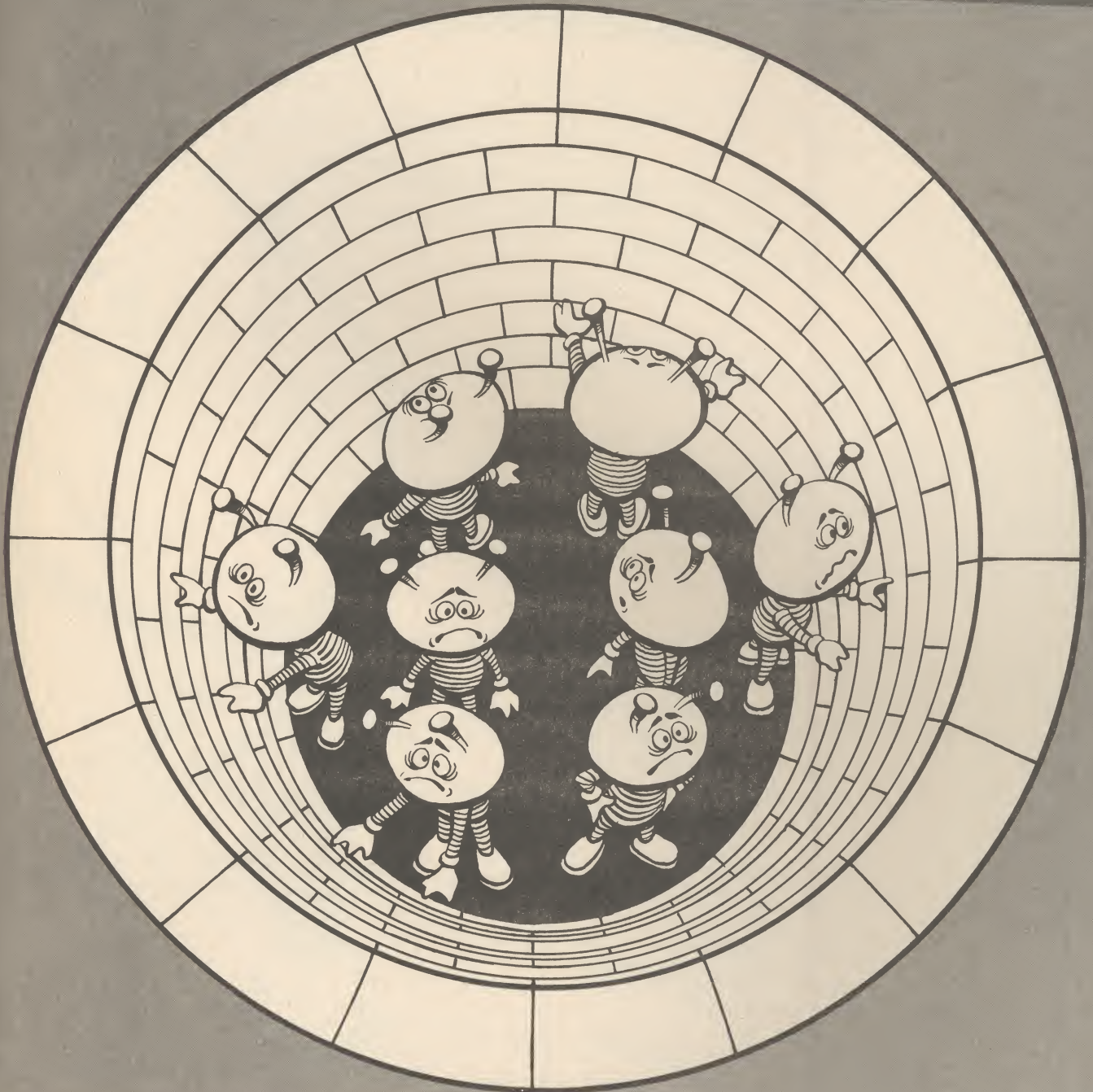
```



GAME: WUMPUS HUNT

AUTHOR: PHILIP BOTTING

RUNS ON: A VIC 20 IN 16K



The Wumpus is a much sought after creature — even though it smells awful! You can sniff a Wumpus when it is in the next town! Perhaps because of its scent — but more probably because it is extremely shy — it tends to hide in out of the way places. The Wumpus you are attempting to track down has retreated into a disused labyrinth, once the home of some Greek monster — half man, half bull — you may have already heard about him. Anyway following an unfortunate encounter with a

Greek Warrior, this monster is now deceased and the Wumpus has taken over. Your task is to enter the labyrinth, kill the Wumpus and get out again! The labyrinth is a network of caves and corridors — and some of the caves have some surprises in store for the Wumpus hunter — but we'll leave those for you to discover. Full instructions are included in the listing. Good hunting!

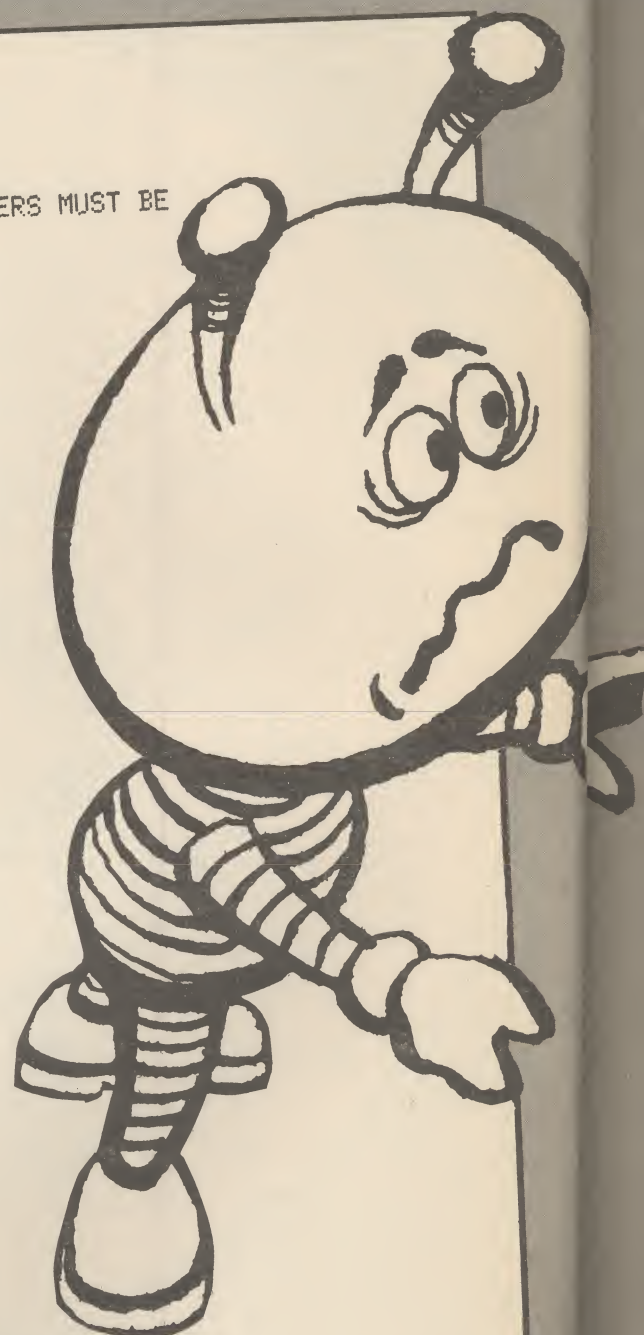
GAME: WUMPUS HUNT

CONTINUED

```

1 REM"
2 REM"  WUMPUS HUNT
3 REM"
4 REM"  BY P. BOTTING
5 REM"
6 REM  THE LINES WHICH ARE LONGER THAN 88 CHARACTERS MUST BE
7 REM  ENTERED WITH AT LEAST ONE BASIC WORD
8 REM  ABBREVIATED (VIC MANUAL P.133)
9 REM  ===<< (C) P.BOTTING 1983 >>===
10 PRINTRND(-TI)
20 GOSUB2010
30 FORT=1TO100:NEXTT
40 PRINT"PREPARE TO ENTER THE LABYRINTH!!"
50 REM=====
60 REM==INITIALIZE==
70 REM=====
80 DIMA$(11,11):POKE36878,10:HP=2
90 DEF FNA(Z)=INT(RND(Z)*10+1)
100 WX=FNA(1):WY=FNA(1):X=FNA(1):Y=FNA(1)
110 IFWX=XANDWY=YTHEN100
120 A$(WX,WY)="A WUMPUS"
130 A$(X,Y)="THE ENTRANCE"
140 FORA=1TO10:REM**SLIME PIT**
150 SY=FNA(1):SX=FNA(1):IFA$(SX,SY)=""THEN150
160 A$(SX,SY)="A SLIME PIT":NEXTA
170 FORA=1TO7:REM**GOLD**
180 GX=FNA(1):GY=FNA(1):IFA$(GX,GY)=""THEN180
190 A$(GX,GY)="A BAG OF GOLD":NEXTA
200 FORA=1TO3:REM**BOWS**
210 BX=FNA(1):BY=FNA(1):IFA$(BX,BY)=""THEN210
220 A$(BX,BY)="A BOW":NEXTA
230 FORA=1TO3:REM**ARROWS**
240 AX=FNA(1):AY=FNA(1):IFA$(AX,AY)=""THEN240
250 A$(AX,AY)="AN ARROW":NEXTA
260 FORA=1TO10:FORB=1TO10
270 IFA$(A,B)=""THENA$(A,B)="NOTHING"
280 NEXTB,A:SP$="A SLIME PIT"
290 REM=====
300 REM=MAIN ROUTINE=
310 REM=====
320 GOSUB1400
330 POKE198,0:PRINT"THERE IS ";A$(X,Y):PRINT"IN THIS ROOM."
340 IFA$(X,Y)=SP$THENGOSUB1490:PRINT"YOU ARE DEAD,THE SLIME HAS KILLED YOU.":
GOTO970
350 IFA$(X,Y)="A WUMPUS"THENGOTO770
360 IFA$(X+1,Y)=SP$ORAX$(X-1,Y)=SP$ORAX$(X,Y+1)=SP$ORAX$(X,Y-1)=SP$THENGOSUB580
370 IFX-WX<3ANDX-WX<3ANDY-WY<3ANDY-WY<3THENPRINT"SMELL OF WUMPUS"
380 IFRND(1)<.05THENGOSUB1150
390 PRINT"? ";
400 GETA$:IFA$=""THEN400
410 PRINTA$:P=P-5
420 IFA$="P"THEN610
430 IFA$="H"ANDHP>0THEN1220
440 IFA$="G"THEN720
450 IFA$="Q"THENGOTO980

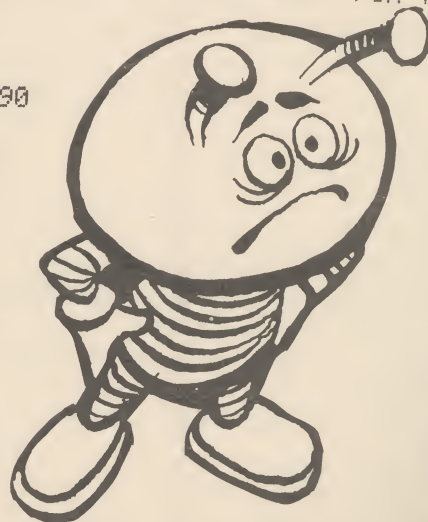
```




```

460 IFA$="F"THENGOSUB780
470 IFA$="O"THENIFA$(X,Y)="THE ENTRANCE"THEN1130
480 IFA$="O"ANDA$(X,Y)◇"THE ENTRANCE"THENPRINT"Ⓜ HOW CAN YOU DO THAT?":GOTO390
490 IFA$="N"THENY=Y+1:IFY>10THENY=Y-1:GOTO590
500 IFA$="S"THENY=Y-1:IFY<1THENY=Y+1:GOTO590
510 IFA$="E"THENX=X+1:IFX>10THENX=X-1:GOTO590
520 IFA$="W"THENX=X-1:IFX<1THENX=X+1:GOTO590
530 IFA$◇"N"ANDA$◇"E"ANDA$◇"W"ANDA$◇"S"ANDA$◇"O"THEN390
540 GOTO290
550 REM=====
560 REM==SUBROUTINES==
570 REM=====
580 PRINT"ⓂYOU SMELL A SLIME PIT":RETURN
590 PRINT"ⓂNO GO THAT WAY":GOTO390
600 REM**TAKE COMMAND**
610 IFA$(X,Y)="NOTHING"THENPRINT"ⓂTHERE IS NOTHING TO . ⓂPICK UP":GOTO390
620 IFA$(X,Y)="A BOW"THENBO=BO+1:BP=BP+10:PRINT"ⓂYOU PICKED UP THE BOW"
630 IFA$(X,Y)="AN ARROW"THENAR=AR+1:AP=AP+10:PRINT"ⓂYOU PICKED UP THE
"
640 IFA$(X,Y)="A BAG OF GOLD"THENG=G+INT(RND(1)*9+1)*10:PRINT"ⓂYOU TOOK THE GOLD
":GOSUB1810
650 A$(X,Y)="NOTHING"
660 GOTO390
670 GOSUB1430:PRINT"ⓂTHE DEATH CRIES FROM ⓂTHE WUMPUS RING OUT ⓂTHROUGH THE L
ABYRINTH "
680 PRINT"YOU ARE A HERO.":GOSUB1710:PRINT"ⓂBUT CANⓂYOU GET OUT?!??"
690 A$(WX,WY)="A WUMPUS ⓂCARCASS":P=P+100
700 WD=1:FORT=1TO1000:NEXTT:GOTO390
710 REM**INVENTORY**
720 PRINT"ⓂYOU HAVE:Ⓜ":PRINTG;" GOLD PIECES
730 PRINT"ⓂAR;" ARROW(S)"
740 PRINT"ⓂBO;" BOW(S)"
750 PRINT"ⓂHP;"HELP CALL(S) LEFT"
760 PRINT"ⓂP+G+AP+BP;"POINTS":GOTO390
770 GOSUB1840:PRINT"ⓂYOUR ENCOUNTER WITH ⓂTHIS WUMPUS DID NOT GOⓂWELL FOR YOU.
"
775 P=P-100:GOTO970
780 REM**FIRE ROUTINE**
790 IFBO=0ORAR=0THENPRINT"Ⓜ YOU CAN'T SHOOT":GOTO390
800 GETA$:IFA$=""THEN800
810 IFA$◇"N"ANDA$◇"E"ANDA$◇"W"ANDA$◇"S"THEN800
820 IFA$="N"THENFY=Y+1:FX=X
830 IFA$="S"THENFY=Y-1:FX=X
840 IFA$="E"THENFY=Y:FX=X+1
850 IFA$="W"THENFY=Y:FX=X-1
860 PRINT"ⓂTHE ARROW IS LOOSED ⓂFROM YOUR BOW ";
870 IFA$="N"THENPRINT"TO THE ⓂNORTH"
880 IFA$="S"THENPRINT"ⓂTOWARDS THE SOUTH"
890 IFA$="E"THENPRINT"TO THE ⓂEAST"
900 IFA$="W"THENPRINT"ⓂTOWARDS THE WEST"
910 GOSUB1580:AR=AR-1
920 IFA$(FX,FY)="A WUMPUS"THEN670
930 IFFX>10ORFX<10RFY>10RFY<1THENPRINT"ⓂIT HIT THE WALL AND ⓂBROKE":GOTO390
940 IFA$(FX,FY)="NOTHING"ANDRND(1)<.5THENA$(FX,FY)="AN ARROW"
950 PRINT"Ⓜ NOTHING HAPPENED"

```



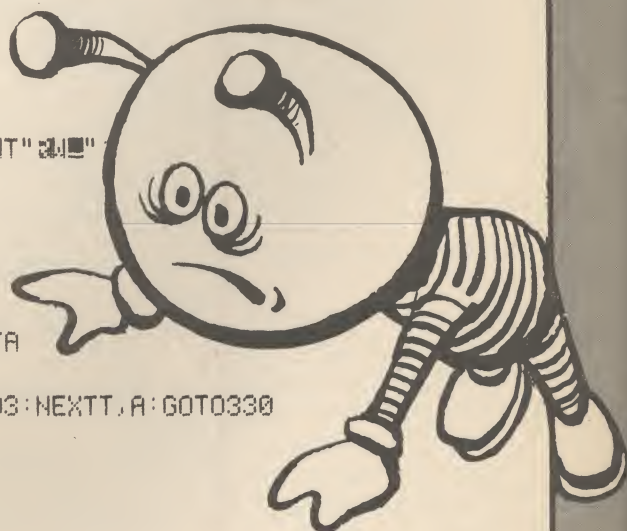
GAME: WUMPUS HUNT

CONTINUED

```

960 GOTO390
970 FORT=1T02000:NEXTT
980 PRINT"DO YOU HAD:"
990 PRINT"0"G;"GOLD PIECES"
1000 PRINT"0"AR;"ARROW(S)"
1010 PRINT"0"B0;"BOW(S)"
1020 PRINT"0"HP;"HELP CALL(S) LEFT"
1030 PRINT"0"P+G+AP+BP;"POINTS"
1040 PRINT"0 WOULD YOU LIKE TO TRY0 TO HUNT THE WUMPUS 0 AGAIN?";
1050 GETA$;IFA$<>"Y"ANDR$<>"N"THEN1050
1060 IFA$="Y"THENPRINT" YES";POKE36875,230
1070 IFA$="N"THENPRINT" NO";POKE36875,150
1080 FORT=1T0500:NEXTT
1090 POKE36875,0:FORT=1T0400:NEXTT
1100 IFA$="Y"THENPRINT"J":RUN
1110 PRINT"DO TRY AGAIN SOMETIME, 0 GOODBYE."
1120 FORT=1T01500:NEXTT:PRINT"J":END
1130 IFWD=0THENPRINT"DO CHICKEN!":GOSUB1650:GOTO390
1140 PRINT"DO YOU ARE A (LIVE) HERO!":P=P+200:GOTO970
1150 PRINT"0FLAPPING NOISES":GOSUB1940
1160 PRINT"0OH NO!!":GOSUB1980:PRINT" A SUPER BAT":GOSUB1980
1170 PRINT"0IT HAS PICKED YOU UP!":GOSUB1940:GOSUB1940
1180 PRINT"0AT LAST IT HAS DROPPED0YOU!":GOSUB2000
1190 Y=FNA(1):X=FNA(1):IFA$(X,Y)=SP$THENPRINT"0MINTO A SLIME PIT!!":GOSUB1500:GOT
0970
1200 FORT=1T01000:NEXTT:GOTO330
1210 REM**HELP CALL**
1220 HP=HP-1:P=P-100:PRINT"0>>>THE LABYRINTH<<<<-----"
1230 FORA=10T01STEP-1
1240 FORQ=1T010:PRINT" I";
1250 IFA$(Q,A)=SP$THENPRINT"0";
1260 IFA$(Q,A)="A WUMPUS"THENPRINT"W";
1270 IFA$(Q,A)="A WUMPUS 0CARCASS"THENPRINT"00";
1280 IFA$(Q,A)="THE ENTRANCE"THENPRINT"E";
1290 IFA$(Q,A)="A BOW"THENPRINT"B";
1300 IFA$(Q,A)="AN ARROW"THENPRINT"A";
1310 IFA$(Q,A)="A BAG OF GOLD"THENPRINT"G";
1320 IFA$(Q,A)="NOTHING"THENPRINT" ";
1330 NEXTQ:PRINT" I |+++++|+++++|+++++|":NEXTA
1340 PRINT"J|-----|";
1350 PRINT"00";FORA=1T0483:PRINT" ";FORT=1T03:NEXTT,A:GOTO330
1360 REM=====
1370 REM=SOUND EFFECTS=
1380 REM=====
1390 REM**FOOTSTEPS**
1400 FORL=1T010:POKE36877,200
1410 FORM=1T010:NEXTM:POKE36877,0:FORM=1T0100:NEXTM,L:RETURN
1420 REM**DEATH CRIES*
1430 FORA=10T01STEP-1:POKE36878,A+INT(RND(1)*3-1)
1440 FORT=1T010
1450 POKEINT(RND(1)*3+36874),INT(RND(1)*30)+128
1460 FORQ=1T020:NEXTQ,T
1470 NEXTA:POKE36877,128:FORA=36874T036877:POKEA,0:NEXT:RETURN
1480 REM**SLIME PIT**
1490 FORA=230T0150STEP-1:POKE36875,A:FORT=1T05:NEXTT,A
1500 POKE36875,0:FORT=1T0100:NEXTT

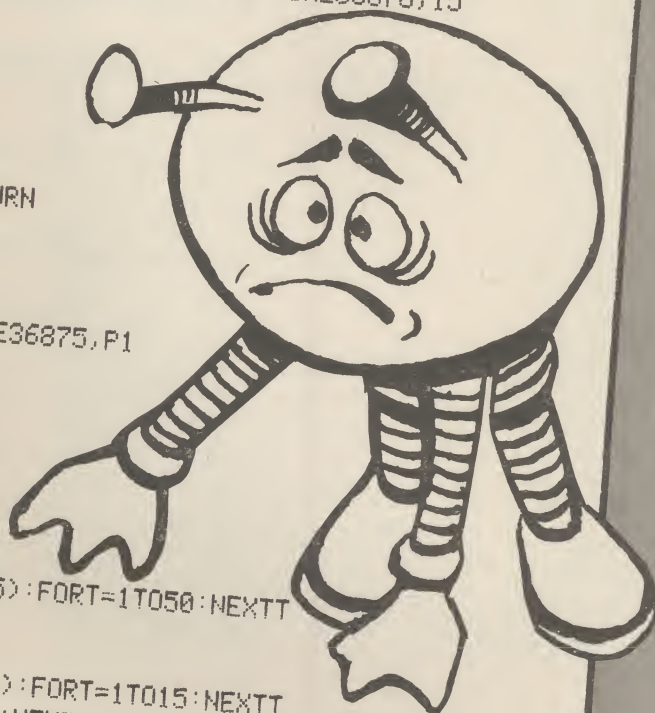
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1510 FORA=190T0250STEP2:POKE36877,A:NEXTA:POKE36877,0:FORT=1T0500:NEXTT
1520 FORA=1T010
1530 Q=50-A*5:POKE36878,15-A
1540 POKE36875,Q+130:FORT=1T020-Q:NEXTT
1550 FORQ=QT00+20STEP5:POKE36875,QW+130
1560 FORT=1T010:NEXTT,QW:POKE36875,0:FORT=1T0300:NEXTT,A:POKE36875,0:POKE36878,1
5:RETURN
1570 REM** ARROW **
1580 FORA=1T03
1590 FORQ=130+A*2T0130+A*4:POKE36875,0:NEXTQ,A:POKE36878,7
1600 FORA=1T04
1610 FORQ=130T0140STEP5:POKE36875,0:NEXTQ
1620 FORQ=140T0130STEP-5:POKE36875,0:NEXTQ,A:POKE36875,0:POKE36878,15
1630 FORT=1T0500:NEXTT:RETURN
1640 REM **CHICKEN**
1650 FORA=1T03
1660 POKE36875,240:FORT=1T0100:NEXTT
1670 POKE36875,0:FORT=1T050:NEXTT
1680 POKE36875,200:FORT=1T0100:NEXTT
1690 POKE36875,0:FORT=1T0200:NEXTT,A:RETURN
1700 REM**HERO TUNE**
1710 READP:IFP=-1THENRETURN
1720 READP1,T:FORQ=1TOT
1730 POKE36875,P:POKE36878,15-(8/T)*N:POKE36875,P1
1740 NEXTQ:POKE36875,0
1750 FORT=1T020:NEXTT:GOTO1710
1760 REM >> TUNE DATA <<
1770 DATA173,174,15,181,182,15,203,203,10
1780 DATA216,216,6,200,200,20,192,195,15
1790 DATA181,182,17,173,173,20,-1
1800 REM**GOLD**
1810 FORA=1T020:POKE36876,INT(RND(1)*10+235):FORT=1T050:NEXTT
1820 POKE36876,0:FORT=1T020:NEXTT,A:RETURN
1830 REM**MEET THE WUMPUS**
1840 FORA=1T020:POKE36877,INT(RND(1)*30+150):FORT=1T015:NEXTT
1850 POKE36877,0:FORT=1T0(INT(RND(1)*20)+12:NEXTT,A
1860 FORA=1T05
1870 FORQ=1T010
1880 POKE36877,Q*4+190:POKE36877,128:NEXTQ:POKE36877,0
1890 FORT=1T0100+INT(RND(1)*300):NEXTT,A
1900 POKE36875,234:FORT=1T0200:NEXTT:POKE36875,0
1910 FORT=1T0100:NEXTT:POKE36875,227:FORT=1T0200:NEXTT:POKE36875,0
1920 FORT=1T0100:NEXTT:POKE36875,224:FORT=1T0500:NEXTT:POKE36875,0:RETURN
1930 REM**SUPER BAT 1**
1940 FORA=1T05:FORQ=10T01:POKE36878,15-Q:POKE36875,160-A:POKE36877,220-A:FORT=1T
0100
1950 NEXTT,Q:POKE36875,0:POKE36877,0
1960 FORT=1T0300:NEXTT,A:RETURN
1970 REM**EXCLAMATION**
1980 FORA=150T0210:POKE36875,A:NEXTA:POKE36875,0:RETURN
1990 REM**SUPER BAT 2**
2000 FORA=230T0150STEP-1:POKE36875,A:FORT=1T05:NEXTT,A:POKE36875,0:RETURN
2010 REM=====
2020 REM=TITLE SEQUENCE=
2030 REM=====

```



CONTINUED

```

2040 PRINT "JOIN THE L"
2050 PRINT "IT IS TOTALLY UNUSUAL TO FIND A WUMPUS IN A ROOM WITH NO EXIT OR ENTRANCE."
2060 PRINT "IF YOU DARE!"
2070 PRINT "HIT A KEY"
2080 PRINT "AA";
2090 PRINT "IF YOU DARE!"
2100 PRINT "HIT A KEY"
2110 PRINT "AA";
2120 GETA$: IFA$="" THEN 2205
2130 PRINT "HIT A KEY"
2140 GETA$: IFA$="" THEN 2205
2150 PRINT "HIT A KEY"
2160 PRINT "HIT A KEY"
2170 FORT=1T0100:NEXTT
2180 GETA$: IFA$="" THEN 2205
2190 PRINT "HIT A KEY"
2200 FORT=1T0100:NEXTT:GOTO2140
2205 PRINT "DO YOU NEED HELP?"
2210 PRINTCHR$(14); "DO YOU NEED HELP?"
2220 PRINT "INSTRUCTIONS?"
2225 FORT=1T0100:NEXTT
2230 GETA$: IFA$="" THEN 2230
2240 IFA$="N" THEN PRINTCHR$(14):RETURN
2250 PRINT "THE OMPUS IS A MUCH SOUGHT AFTER CREATURE DESPITE OF HIS SMELL."
2260 PRINT "NATURALLY BEING SUCH A SHY CREATURE HE HAS RETREATED TO RELATIVE"
2270 PRINT "SAFETY IN THE DISUSED LABYRINTH (MORE LATER)";
2280 PRINT "AN ELDERLY GREEK BULL THINGY USED TO OWN."
2290 PRINT "YOU MUST (IF YOU CAN) ENTER THE LABYRINTH, KILL THE WUMPUS AND RETURN."
2300 PRINT "PRESS ANY KEY"
2310 GETA$: IFA$="" THEN 2320
2320 PRINT "THE LABYRINTH (IF YOU DON'T ALREADY KNOW) IS A NETWORK OF CAVES. AN"
2330 PRINT "SOME ROOMS THERE ARE IN OTHERS OR IF YOU GO & FIRE."
2340 PRINT "THE ALSO INHABIT THE LABYRINTH THEY MAY SWOOP DOWN &"
2350 PRINT "CARRY YOU ALOFT AT ANYTIME SO....."
2360 PRINT "PRESS ANY KEY IF YOU STILL WANT TO HUNT THE"
2370 GETA$: IFA$="" THEN 2390
2380 PRINT "TO 1-7:-"
2390 PRINT "YOU CAN SMELL THE FOULWUMPUS TWO ROOMS AWAY."
2400 PRINT "YOU CAN SMELL A SLIME PIT ONE ROOM AWAY."
2410 PRINT "YOU MOVE BY PRESSING:- 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *,"
2420 PRINT "TAKE THINGS WITH *;"
2430 PRINT "SENDS YOU OUT OF THE EXIT/ENTRANCE"
2440 PRINT "AND 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, * FIRE."
2450 PRINT "OTHER COMMANDS ARE:- 1HELP, 2QUIT AND 3SCORES"
2460 PRINT "PRESS A KEY";
2470 GETA$: IFA$="" THEN 2490
2480 PRINTCHR$(14):RETURN

```


Rev up your Atari for an attack on the world speed record on a dangerous race track! The track is strewn with rocks and you must race along dodging them as you go. Your aim is to get as far as you can without crashing — it's as simple as that!

After the first 100 miles more rocks appear on the track to make driving even more dangerous. But don't drive your car off the track — that means certain death too!

Remember to plug your joystick into port 1 on your Atari, and after each game make sure you press the System Reset key and type RUN — otherwise the program will not work properly.

Program notes:

Lines 1-190 draw the car (player/missile) and colour it. 200-306 redefine the character set. 309-380 draw landscape and road, put rocks on road in random positions and scrolls road. 390-500 check joystick and move car and also check to see if a car has hit a rock. Add mileage and increase difficulty. 505-550 change colour for crash and sound for crash. Gives final mileage 360 scrolls down screen.

Variables:

A\$-road and rocks. a- end of road. E-rock. d-bushes. c-house.

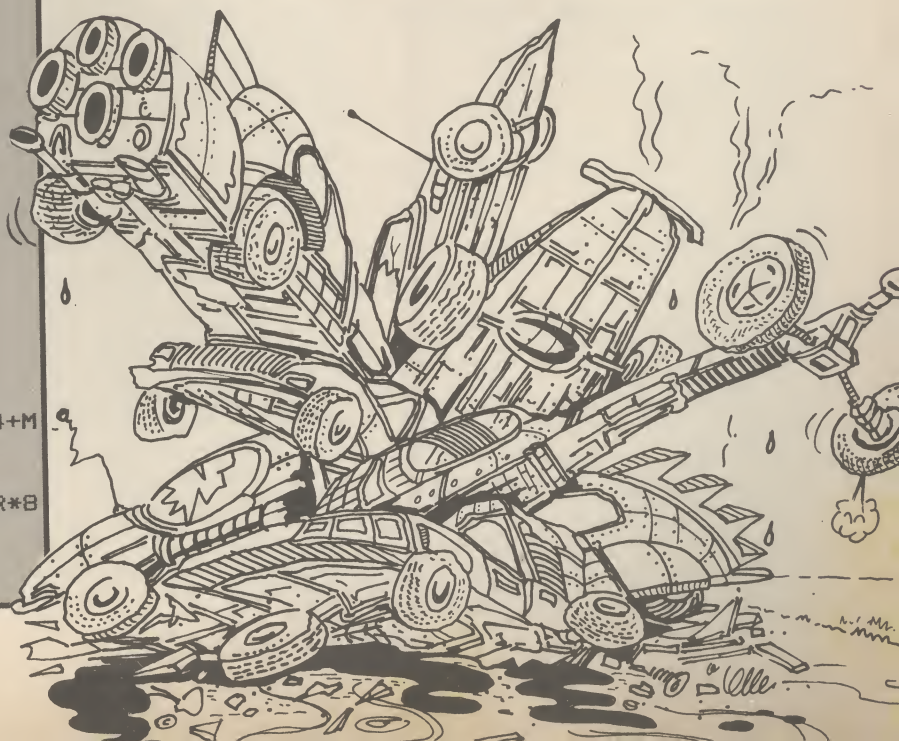
The game can be made easier by deleting the E's in A\$ (lines 330-341) or making the value of G bigger in line 309.

```

1 DIM A$(9):PMB=54279
2 RAM=106
3 SDM=559
4 GRA=53277
5 HPO=53248
6 PCO=704
8 SC=0:PO=0
10 GRAPHICS 17:POKE 87,0:POKE 82,0:X=120
20 X=100
30 Y=90
40 A=PEEK(RAM)-8
50 POKE PMB,A
60 MYPMB=256*A
70 POKE SDM,46
80 POKE GRA,3
90 POKE HPO,100
100 FOR I=MYPMB+512 TO MYPMB+640
110 POKE I,0
120 NEXT I
130 FOR I=MYPMB+512+Y TO MYPMB+519+Y
140 READ A
150 POKE I,A
160 NEXT I
170 DATA 219,219,60,60,60,60,219,219
180 POKE PCO,90
200 POKE 106,PEEK(106)-8
220 P=PEEK(106):N=P*256
230 FOR M=0 TO 300:POKE N+M,PEEK(57344+M):NEXT M
240 FOR CHAR=33 TO 38
250 FOR M=0 TO 7:READ D:POKE N+M+(CHAR*8),D:NEXT M
260 NEXT CHAR
270 POKE 756,P
    
```

```

280 SOUND 0,55,6,10
300 DATA 224,224,224,224,224,224,224,224,192,192,192,192,192,192,192,192,56,124,254,100,100,124,124,124
305 DATA 0,0,0,0,66,165,24,24,48,124,124,60,60,254,254,12
306 DATA 128,0,0,0,0,0,0,0
309 G=INT(RND(0)*10)
310 A$="a a"
320 A$="a a"
330 IF G=1 THEN A$="a E a"
340 IF G=2 THEN A$="a E a"
341 IF G=3 THEN A$="aE Ea"
351 IF PO>=100 THEN GOSUB 601
360 POSITION 5,0: ? #6;A$: ? CHR$(157);
370 POSITION RND(0)*19,0: ? #6;"d"
380 IF PEEK(53770)>200 THEN POSITION RND(0)*19,0: ? #6;"C";
390 ST=STICK(0):IF ST=7 AND X<125 THEN X=X+4
400 IF ST=11 AND X>92 THEN X=X-4
410 POKE 53248,X
430 IF PEEK(53252)=1 THEN GOSUB 505
440 SC=SC+0.5
445 PO=PO+1
500 IF SC>=50 THEN G=INT(RND(0)*6):GOTO 310
501 GOTO 309
505 FOR I=1 TO 250
506 SETCOLOR 4,I,8:SOUND 0,20,8,15
511 NEXT I
512 SOUND 0,0,0,0
515 GRAPHICS 1
518 POKE 53277,0
520 ? #6;"YoU cRaShED yOuR cAr"
521 POSITION 5,3: ? #6;"MiLeS=";SC
525 POSITION 2,5: ? #6;"HiT sYsTeM rEsET"
530 POSITION 3,6: ? #6;"aNd RuN tO pLaY"
550 RESTORE :GOTO 550
601 SOUND 0,50,6,10:PO=0:RETURN
    
```



GAME: SHUTTLE

AUTHOR: JONATHON TAYLOR

RUNS ON: A BBC B WITH JOYSTICK

You are the pilot of a space-shuttle carrying vital supplies to an exploration team on a barren planet. The object of the game is to fly the shuttle to the mothership and back in the minimum possible time. To dock with the mothership, the shuttle must be flown carefully to the top of the docking bay. The mothership's automatic systems then take over and the cargo is loaded. On the return journey, the shuttle is heavily laden and more difficult to control. The skill level determines the strength of gravity and the size of the docking bay. Landing and docking must be carried out carefully. Your shuttle must not touch any other part of the mothership apart from the docking bay. To do so means loss of life and no claims bonus!

Variables

A,X,Y	General purpose
A%	Input routine & screen set-up
C%	Crash flag
S%	Skill level
TH%	Engine thrust
VX%	Horizontal velocity of shuttle
VY%	Vertical velocity of shuttle
W%	Width of docking bay
X%	Horizontal position of shuttle
Y%	Vertical position of shuttle
A\$	Shuttle
B\$	Crashed shuttle

```
60MODE7
70PROCinst
80MODE1
90PROCinit
100PROCTakeoff
110PROCfly
120IFC%=0 THEN PROCload ELSE P
ROCOpt:GOTO80
130PROCland
140IFC%=1 THEN PROCOpt:GOTO80
150VDU4:PRINTTAB(13,10)"TIME "
;TIME/100;" SEC":FORX=0TO2000:NE
XT
160PROCOpt:GOTO80
170DEFPROCinit
180VDU23,224,60,90,153,255,126
,36,66,129,23,225,32,34,21,60,12
7,90,234,60,23,226,28,28,28,28,1
27,62,28,8
190FORA%=1TO200:PLOT69,RND(128
0),RND(800)+100:NEXT:FORA%=1TO20
:PLOT69,RND(800),RND(90)+900:NEX
T
200GCOLOR,2:MOVE300,750:FORX=0T
U2*PI+.2STEP.2:MOVE300,750:PLOT8
```

```
5,300+100*COS(X),750+100*SIN(X):
NEXT
210MOVE650,310:FORX=0TO2*PI+.2
STEP.2:MOVE650,300:PLOT85,650+5
0*COS(X),300+50*SIN(X):NEXT
220GCOLOR,1:MOVE-100,40:MOVE800
,40:PLOT85,300,400:MOVE400,40:MO
VE1000,40:PLOT85,700,350:MOVE700
,40:MOVE1500,40:PLOT85,950,200:G
COLOR,3
230MOVE450,1024:DRAW500,990:DR
AW736,990:MOVE740,1024:DRAW740,9
80:DRAW850,950:DRAW850,900:DRAW9
00,900:DRAW900,994:DRAW930+W%,99
4:DRAW930+W%,900:DRAW1280,900:MO
VE770,970:DRAW750,950:MOVE820,96
0:DRAW770,910
240FORX=1030 TO 1200 STEP 50:M
OVEX,950:DRAWX+20,950:DRAWX+20,9
60:DRAWX,960:DRAWX,950:NEXT:FORX
=550 TO 700 STEP 50:MOVEX,1000:D
RAWX+20,1000:DRAWX+20,1010:DRAWX
,1010:DRAWX,1000:NEXT
250MOVE500,40:DRAW500,68:DRAW6
```



```

50,60: DRAW650,40: MOVE0,40: DRAW12
80,40
260FORX=0TO400STEP100: MOVEX,40
: DRAWX+RND(50),65: DRAWX+100,40: N
EXT: FORX=650TO1280STEP100: MOVEX,
40: DRAWX+RND(50),65: DRAWX+100,40
: NEXT: VDU5: MOVE900+W%/2,1030: VDU
226
270XX=560: Y%=100: VX%=0: VY%=0: G
X=7+S%/2: TH%=25: CX=0: A$=CHR$224:
W$=CHR$225
280GCOL4,1
290ENDPROC
300DEFPROCinst
310CLS: PRINT: PRINT
320FORA=1TO2: PRINTTAB(9)CHR$13
2CHR$157CHR$135CHR$141"SHUTTLE
"CHR$156: NEXT
330PRINT: PRINTCHR$130" The peo
ple of your planet are"
340PRINTCHR$130"starving to de
ath."
350PRINT: PRINT" A galactic fre
ighter has arrived"
360PRINT" with food but it can
not land and"
370PRINT" will have to leave a
gain very shortly"
380PRINT" you must fly to the
freighter as fast"
390PRINT" as possible to colle
ct the food."
400PRINT: PRINT" Fly your shutt
le into the docking"
410PRINT" bay of the freighter
using the"
420PRINT" joystick. On the ret
urn journey"
430PRINT" you will be heavily
laden, so"

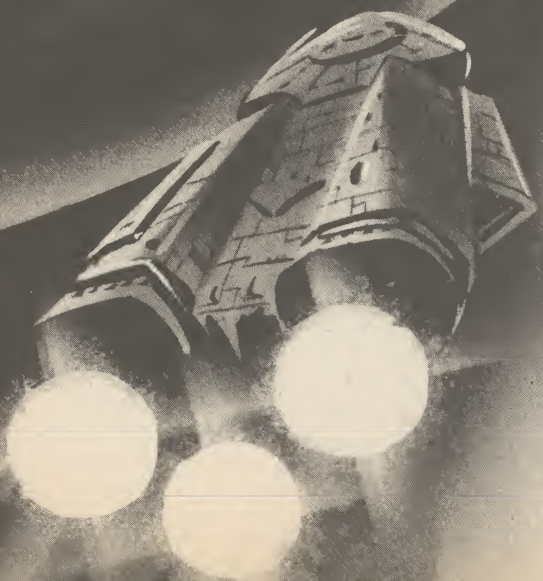
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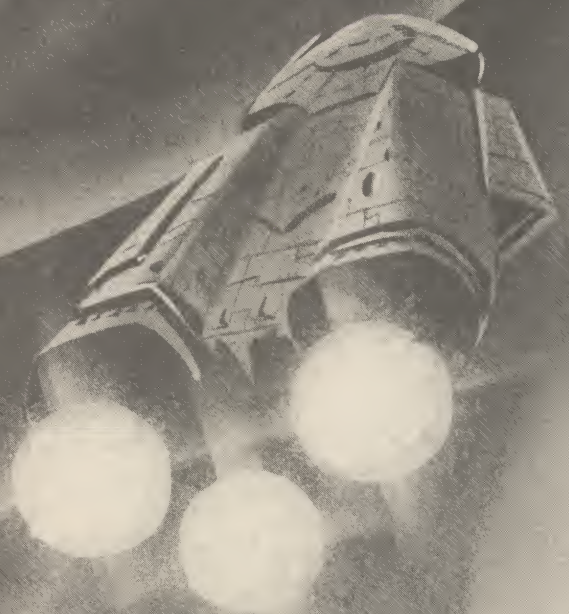
Procedures	Instructions
PROCinst	Initialises variables & sets up screen
PROCinit	Waits until engines are fired & resets timer
PROCtakeoff	Checks position of shuttle on flight to freighter
PROClfly	Closes/opens docking bay door & loads cargo
PROClload	Waits until joystick button is pressed
PROClcopt	Checks position of shuttle on flight from freighter
PROClcland	Gets data from analogue port
PROClinput	Updates shuttle position on screen
PROClcrash	Shuttle crash
PROClfall	Shuttle fall
PROClsound1	Engine sound
PROClsound2	Docking
PROClsound3	Docking proximity warning

```

440PRINT" be carefull. Use the
joystick"
450PRINT" button to fire your
engines."
460FORY=1TO15: FORX=8 TO 19: PRI
NTTAB(0,X)CHR$(RND(7)+128): NEXT
: NEXT
470FORX=8 TO 19: PRINTTAB(0,X)C
HR$(135): NEXT
480PRINT
490INPUTTAB(2,22)" LEVEL OF SK
ILL (1-9) ",S%: IF S%<1 OR S%>9 T
HEN VDU7: PRINTTAB(25,22)"
": GOTO490
500W%=(10-S%)*6+16
510ENDPROC
520DEFPROCtakeoff
530Y%=100: VX%=0: VY%=0: MOVEX%,Y
%: PRINTA$
540REPEAT UNTIL ADVAL(0): TIME=
550PROCsound1: FORX=0TO300: NEXT
: PROCsound2
560ENDPROC
570DEFPROCsound1
580SOUND16,-9,4,5
590ENDPROC
600DEFPROCsound2
610SOUND1,-12,180,2: SOUND1,-12
,210,1
620ENDPROC
630DEFPROCsound3
640SOUND18,-8,220,1: SOUND19,-8
,250,1
650ENDPROC
660DEFPROCdraw(VX%,VY%)
670MOVE XX,Y%: XX=XX+VX%: Y%=Y%+
VY%: PRINTA$: MOVE XX,Y%: PRINTA$

```





```

680IFX<1280THENX=-32ELSEIFX<
<-32THENX=1280
690ENDPROC
700DEFPROCfly
710REPEAT
720PROCinput
730PROCdraw(VXDIV50,VYDIV50)
740IFY<100 AND VY>-150 AND X
>500 AND X<618 THEN PROCsound2
:MOVEX,Y:PRINT#:PROCTakeoff
ELSE IFY<100 PROCcrash(A#)
750 UNTIL Y>900 OR CX=1
760IFCX=1THEN ENDP
770IFX<700 THEN 710 ELSE IF X
>900 AND X<900+W THEN PROCsou
nd3:ELSE PROCcrash(A#):PROCfall:
PROCcrash(W#):ENDPROC
780IF Y<990 THEN 710
790IF VY>150 THEN PROCcrash(A
#):PROCfall:PROCcrash(W#):ELSE P
ROCsound2:VY=0
800ENDPROC
810DEFPROCcrash(A#)
820MOVEX,Y:PRINT#:FORX=-15T
00STEP.5:SOUND0,X,6,1:NEXT
830MOVEX,Y:PRINTW#:CX=1

```

```

840ENDPROC
850DEFPROCfall
860VY=0:REPEAT:VY=VY-GX:MOVE
EX,Y:Y=Y+VY/50:PRINTW#:MOVE
X,Y:PRINTW#:FORX=0TO5:NEXT:UNT
IL Y<100
870ENDPROC
880DEFPROCload
890SOUND1,-7,0,31:SOUND2,-7,1,
31
900FORX=904TO926+WSTEP4:MOVEX
,920:DRAWX,930:FORY=0TO100:NEXT:
NEXT
910MOVE904,970:DRAWX-4,970:SO
UND1,-7,170,1
920MOVE400,512:PRINT"CARGO LOA
DING":FORX=0TO30:SOUND1,-5,100,1
:SOUND1,-5,110,1:NEXT:MOVE400,51
2:PRINT"CARGO LOADING"
930MOVE904,970:DRAWX-4,970:SO
UND1,-7,170,1:GX=16+SX*.7
940SOUND1,-7,0,31:SOUND2,-7,1,
31
950FORX=926+WTO904STEP-4:MOVE
X,920:DRAWX,930:FORY=0TO100:NEXT
:NEXT
960PROCsound2
970ENDPROC
980DEFPROCland
990VX=0:VY=0:Y=990
1000REPEAT
1010PROCinput
1020PROCdraw(VXDIV50,VYDIV50)
1030IFY>900 AND X>750 AND (X<
900 OR X>900+W OR Y>990) THE
N PROCcrash(A#):PROCfall:MOVEX,
Y:PRINT#
1040UNTILY<100
1050IF VY<-150 OR X<500 OR X<
618 THEN PROCcrash(A#):ENDPROC
1060PROCsound2:MOVEX,Y:PRINT#
#:Y=100:VX=0:VY=0:MOVEX,Y:P
RINT#
1070ENDPROC
1080DEFPROCopt
1090VDU4:PRINTTAB(5,15)"PRESS
THRUST' FOR ANOTHER GAME":REPEAT
UNTIL ADVAL(0)
1100ENDPROC
1110DEFPROCinput
1120AX=(32768-ADVAL(1))DIV4096:
VX=VX+AX:SOUND16,-1*ABS(AX),4,
2
1130VY=VY-GX:IF ADVAL(0) THEN
PROCsound1:VY=VY+THX
1140ENDPROC

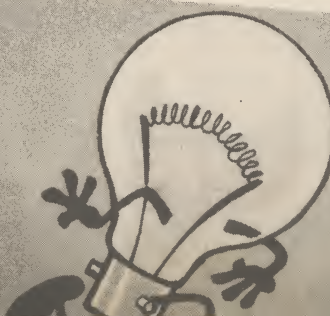
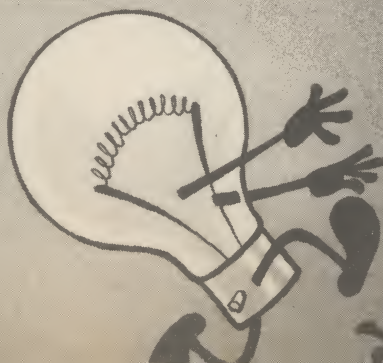
```


Can you keep up with your computer? This is an adaptation of the now famous party game, Simon — you know, the one with all the flashing coloured lights. All you have to do is copy the computer sequence the computer throws at you. It all starts with just one colour and then builds up combinations of colours until you make a mistake or take too long deciding which colour is next.

The game is controlled using keys, 1=red, 2=green, 3=yellow, 4=blue. Full instructions are included in the listing.

```
10MODE7:PROCINS
20DIMP$(8),S(8):MODE2:FORA=1T
08:S(A)=10:NEXT:VDU23;8202;0;0;0
;
30GCOL0,7:A$="":S%=0:MOVE 700
,500:DRAW 1050,500:DRAW 700,850:
DRAW 350,500:DRAW 700,500:DRAW70
0,850:DRAW700;150:DRAW1050,500:M
OVE350,500:DRAW 700,150
40 COLOUR10:PRINTTAB(7,1)""SI
MON"":COLOUR6:PRINTTAB(7,29)"SCO
RE=0":COLOUR2:PRINTTAB(7,9)"1":C
OLOUR3:PRINTTAB(14,9)"2":COLOUR1
:PRINTTAB(7,22)"4":COLOUR4:PRINT
TAB(14,22)"3"
50 IF LENA#>0 THEN FOR B%=1TO
LENA#:FORC%=1TO500:NEXT:A=VALMID
$(A$,B%,1):PROCTRI:NEXT
60A=RND(4):PROCTRI:A$=A$+STR$
A:GOTO140
70 B=1:C=690:D=497:E=690:F=17
0:G=370:H=497:RETURN
80 B=2:C=690:D=505:E=690:F=83
5:G=360:H=505:RETURN
90B=3:C=710:D=505:E=710:F=835
:G=1035:H=505:RETURN
100B=4:C=710:D=498:E=710:F=170
:G=1035:H=498:RETURN
110 DEEPROCTRI:SOUND 1,-10,60+
(12*A),10:OR A GOSUB 80,90,100,7
0:GCOL0,B:MOVE C,D:MOVE E,F:PLOT
85,G,H
120IF LENA#<40 THEN FOR A%=1 T
O (40-LENA#)*50:NEXT
```

```
130 GCOL0,0:MOVE C,D:MOVE E,F:
PLOT85,G,H:ENDPROC
140 FORD%=1TOLENA#:Z%=0
150*FX15,1
160B$=INKEY$(1)
170 IF Z%=275 THEN SOUND1,-12,
30,20:PROCT
180 IF VALB$<10RVALB$>4THEN Z%
=Z%+1:GOTO160
190 IF B$=MID$(A$,D%,1) THEN A
=VALMID$(A$,D%,1):PROCTRI ELSE S
OUND 1,-12,40,20:PROCT
200 S%=S%+1:COLOUR6:PRINTTAB(7
,29);"SCORE=";S%;NEXT
210FORX%=1TO5000:NEXT:GOTO50
220 DEEPROC:FORA=1TO2000:NEXT
:CLS:IF S%<S(8) GOTO 290
230 COLOUR2:PRINTTAB(2,5);"We'l
l Done !":PRINT"":COLOUR1:PRINT"
What Is Your Name ? ":COLOUR6:I
NPUTP$
240 IF LEN(P$)<15 THEN GOTO260
250 PRINT""SORRY ! Too Long ""
W$=GET$:CLS:GOTO230
260 R=9:REPEAT R=R-1
270 UNTIL R=1 OR S(R-1)>S%
280 FORJ=8 TO R+1 STEP -1:P$(J
)=P$(J-1):S(J)=S(J-1):NEXT:P$(R)
=P$:S(R)=S%
290 CLS:COLOUR10:PRINT"" BES
T SCORES":COLOUR3:FORJ=1TO8:PRI
NT""P$(J);TAB(17);S(J):NEXT:PRI
NT""COLOUR1:FORV=1TO1000:NEXT:PRI
300 *FX15,1
310 J$=GET$:CLS:GOTO30
320 DEEPROCINS
330 PRINT" All You Have To Do
Is Copy TheComputers Sequence Of
Colours Which Will/Start With O
ne Colour And";
340 PRINT" Build Up Until You M
ake A Mistake Or Take To Long
Deciding Which Colour Is Next
."
350 PRINT""To Do This Use The
Keys :-":PRINT""(1)-RED":PRINT"
"(2)-GREEN":PRINT""(3)-YELLOW":P
RINT""(4)-BLUE"":PRINTCHR$130;"
PRESS ANY KEY TO START ";A$=GET
$:ENDPROC
```



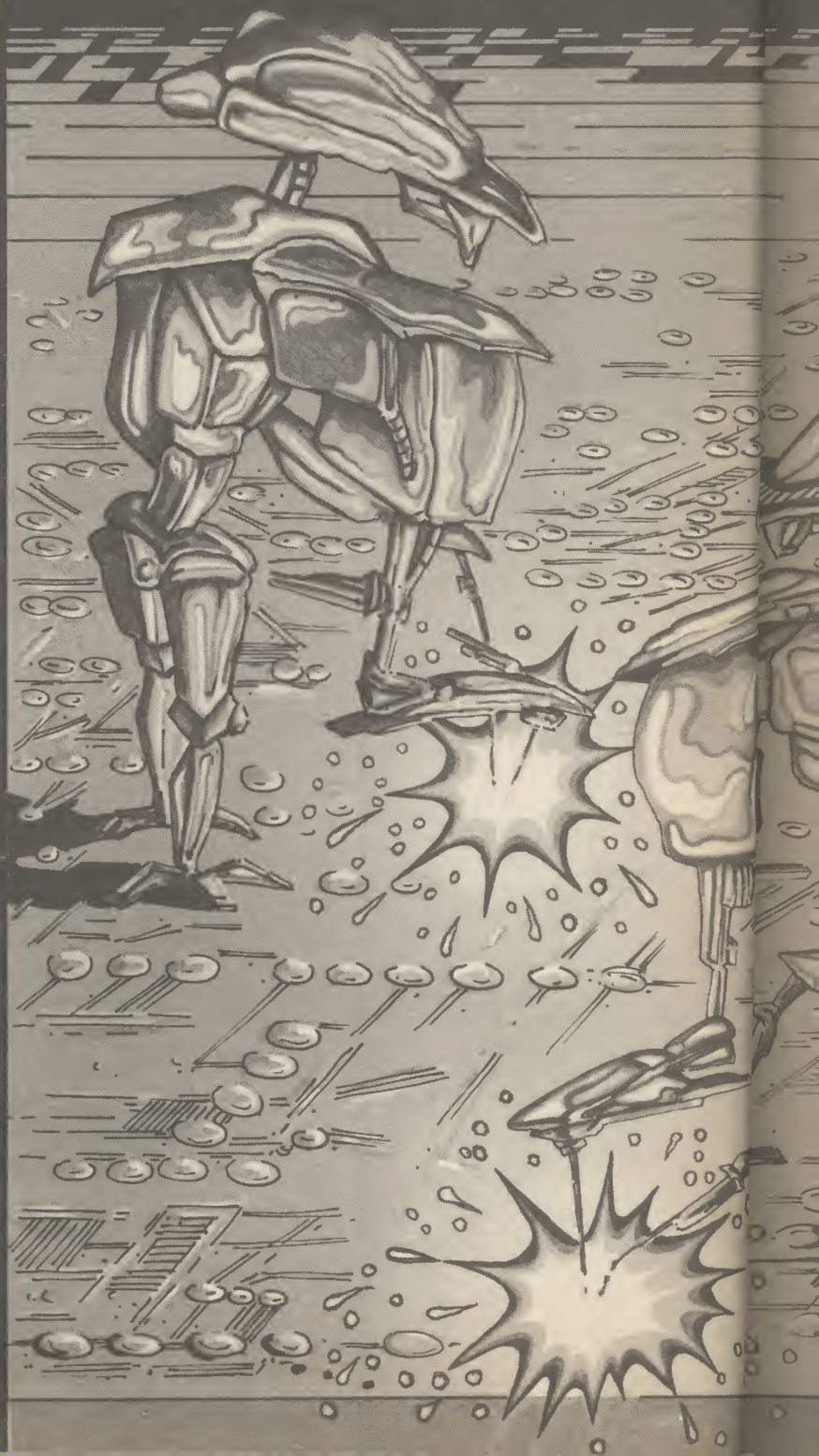
GAME: REACT

AUTHOR: CHARLES SHARP

RUNS ON: A TEXAS TI 99/4a IN 16K

```
100 CALL CLEAR
110 PRINT "          *RE-ACT*"
120 PRINT ":::::"
130 PRINT "THE OBJECT IS TO REACH THE:" "INNER
REACTOR DOOR="
140 PRINT
150 PRINT "AVOIDING THE SECURITY ROBOT":
160 PRINT "IF HE CATCHES YOU THEN YOU:" "ARE DEAD":
170 PRINT "WHEN HE RUNS EVERYTHING:" "ELSE SHUTS
DOWN FOR A WHILE":
180 CALL SOUND(200,1109,0)
190 FOR D=1 TO 2000
200 NEXT D
210 CALL CLEAR
220 PRINT "USE CURSOR KEYS TO REACH:" "REACTOR
BEFORE TIME RUNS:" "OUT AND IT EXPLODES"
230 PRINT
240 PRINT "SECURITY HAS GONE WILD": "ALL THE
SYSTEMS ARE OUT": "OF SYNCHRONIZATIO
N AND THE":
250 PRINT "INNER DOORS CLOSE AND OPEN": "AT RANDOM"
260 PRINT ::
270 PRINT "          *GOOD-LUCK*"
280 CALL SOUND(200,1109,0)
290 FOR D=1 TO 2000
300 NEXT D
310 CALL CLEAR
320 R=24
330 C=16
340 RR=4
350 CC=4
355 REM ..BY C.A.SHARP..~83~
360 REM ..SET SCREEN
370 CALL SCREEN(16)
380 CALL CHAR(40,"FFFFFFFFFFFFFFFF")
390 CALL CHAR(97,"FFC3A59999A5C3FF")
400 CALL CHAR(120,"FFFFFFFFFFFFFFFF")
410 CALL CHAR(112,"0000081C241C1422")
420 CALL CHAR(104,"1C1C083E241C1422")
430 CALL CHAR(105,"00220099990022")
440 CALL HCHAR(1,1,40,32)
450 CALL HCHAR(24,1,40,32)
460 CALL VCHAR(1,1,40,24)
470 CALL VCHAR(1,32,40,24)
480 CALL HCHAR(3,3,40,28)
490 CALL HCHAR(22,3,40,28)
500 CALL VCHAR(3,3,40,20)
510 CALL VCHAR(3,30,40,20)
520 CALL HCHAR(5,5,40,24)
530 CALL HCHAR(20,5,40,24)
540 CALL VCHAR(5,5,40,15)
550 CALL VCHAR(5,28,40,15)
560 CALL HCHAR(10,15,40,7)
570 CALL HCHAR(14,15,40,7)
580 CALL HCHAR(11,15,40,2)
590 CALL HCHAR(12,15,40,4)
600 CALL VCHAR(11,20,40,3)
610 CALL VCHAR(11,21,40,3)
620 CALL VCHAR(15,21,40,5)
630 CALL VCHAR(5,15,40,5)
640 CALL HCHAR(24,16,32)
650 CALL HCHAR(3,16,32)
660 CALL HCHAR(12,5,32)
670 CALL HCHAR(12,28,32)
680 CALL HCHAR(7,15,32)
690 CALL HCHAR(17,21,32)
700 CALL HCHAR(12,20,32,2)
710 CALL HCHAR(18,7,40,5)
720 CALL VCHAR(19,7,40)
730 CALL VCHAR(19,11,40)
740 FOR A=22 TO 25
750 CALL VCHAR(8,A,40,7)
760 NEXT A
770 CALL COLOR(9,2,12)
780 CALL COLOR(11,5,1)
790 CALL COLOR(10,7,1)
800 CALL VCHAR(9,23,120,3)
810 CALL VCHAR(9,24,120,3)
820 REM .....SET TIME
830 TIME=41
840 TIME=TIME-1
850 IF LEN(STR$(TIME))=1 THEN 860 ELSE 870
860 CALL HCHAR(19,10,32)
870 FOR I=1 TO LEN(STR$(TIME))
880 CALL HCHAR(19,I+8,ASC(SEG$(STR$(TIME),I,1)))
890 NEXT I
900 REM ....
910 REM .....**MAIN LOOP**
```

The nuclear reactor is going critical — and only you can stop it! You must negotiate the maze-like corridors of the reactor building to reach the core and deactivate the runaway reactor. Sounds easy eh? But you've not taken into account the security robot which patrols the corridors. Ordinarily he'd let you



pass once you've given him the security password — but he has been affected by the increased radiation and will blast any intruder without asking any questions! Oh yes, and you have to race against the clock. Full instructions are included in the program. Can you stop a nuclear blast?

```

915 RANDOMIZE
920 CALL HCHAR(R,C,112)
930 GOSUB 1150
940 GOSUB 1090
950 GOSUB 1150
960 GOSUB 2090
970 CALL GCHAR(12,21,E)
980 IF E=112 THEN 2390
990 GOSUB 1150
1000 MX=INT(RND*10)+1
1010 IF MX=1 THEN 1120
1020 GOSUB 1150
1030 DC=INT(RND*10)+1
1040 ON DC GOSUB 1730,1800,1870,1940,
2010,1940,2010,1940,2010,1730
1050 GOSUB 1150
1060 CALL HCHAR(RR,CC,104)
1070 GOTO 920
1080 REM ...CORE COLOUR
1090 COLL=INT(RND*15)+1
1100 CALL COLOR(12,COLL,1)
1110 RETURN
1120 GOSUB 1430
1130 GOTO 920
1140 REM .....MAN MOVES
1150 CALL HCHAR(R,C,32)
1160 CALL KEY(O,K,S)
1170 IF K=69 THEN 1180 ELSE 1230
1180 R=R-1
1190 CALL GCHAR(R,C,5)
1200 IF G>32 THEN 1210 ELSE 1220
1210 R=R+1
1220 GOTO 1400
1230 IF K=88 THEN 1240 ELSE 1290
1240 R=R+1
1250 CALL GCHAR(R,C,6)
1260 IF G>32 THEN 1270 ELSE 1280
1270 R=R-1
1280 GOTO 1400
1290 IF K=83 THEN 1300 ELSE 1350
1300 C=C-1
1310 CALL GCHAR(R,C,6)
1320 IF G>32 THEN 1330 ELSE 1340
1330 C=C+1
1340 GOTO 1400
1350 IF K=68 THEN 1360 ELSE 1400
1360 C=C+1
1370 CALL GCHAR(R,C,6)
1380 IF G>32 THEN 1390 ELSE 1400
1390 C=C-1
1400 CALL HCHAR(R,C,112)
1410 RETURN
1420 REM .....ROBOT MOVES
1430 FOR T=4 TO 29
1440 CALL HCHAR(4,T,104)
1450 CALL GCHAR(4,T+1,60)
1460 IF GC=112 THEN 2310
1470 CALL HCHAR(4,T,32)
1480 NEXT T
1490 GOSUB 2090
1500 FOR VV=5 TO 21
1510 CALL VCHAR(VV,29,104)
1520 CALL GCHAR(VV+1,29,60)
1530 IF GC=112 THEN 2310
1540 CALL VCHAR(VV,29,32)
1550 NEXT VV
1560 GOSUB 2090
1570 FOR CO=28 TO 4 STEP -1
1580 CALL HCHAR(21,CO,104)
1590 CALL GCHAR(21,CO+1,60)
1600 IF GC=112 THEN 2310
1610 CALL HCHAR(21,CO,32)
1620 NEXT CO

```

```

1630 GOSUB 2090
1640 FOR VC=20 TO 5 STEP -1
1650 CALL VCHAR(VC,4,104)
1660 CALL GCHAR(VC+1,4,60)
1670 IF GC=112 THEN 2310
1680 CALL VCHAR(VC,4,32)
1690 NEXT VC
1700 GOSUB 2090
1710 RETURN
1720 REM .....DOOR CONTROL
1730 CALL HCHAR(3,16,97)
1740 CALL HCHAR(12,5,32)
1750 CALL HCHAR(12,28,32)
1760 CALL HCHAR(7,15,32)
1770 CALL HCHAR(17,21,32)
1780 CALL SOUND(100,110,10)
1790 RETURN
1800 CALL HCHAR(12,5,97)
1810 CALL HCHAR(12,28,32)
1820 CALL HCHAR(7,15,32)
1830 CALL HCHAR(17,21,32)
1840 CALL HCHAR(3,16,32)
1850 CALL SOUND(100,110,10)
1860 RETURN
1870 CALL HCHAR(12,28,97)
1880 CALL HCHAR(7,15,32)
1890 CALL HCHAR(17,21,32)
1900 CALL HCHAR(3,16,32)
1910 CALL HCHAR(12,5,32)
1920 CALL SOUND(100,110,10)
1930 RETURN
1940 CALL HCHAR(7,15,97)
1950 CALL HCHAR(17,21,32)
1960 CALL HCHAR(3,16,32)
1970 CALL HCHAR(12,5,32)
1980 CALL HCHAR(12,28,32)
1990 CALL SOUND(100,110,10)
2000 RETURN
2010 CALL HCHAR(17,21,97)
2020 CALL HCHAR(3,16,32)
2030 CALL HCHAR(12,5,32)
2040 CALL HCHAR(12,28,32)
2050 CALL HCHAR(7,15,32)
2060 CALL SOUND(100,110,10)
2070 RETURN
2080 REM .....TIME COUNT
2090 TIME=TIME-1
2100 IF LEN(STR$(TIME))=1 THEN
2110 ELSE 2120
2110 CALL HCHAR(19,10,32)
2120 FOR I=1 TO LEN(STR$(TIME))
2130 CALL HCHAR(19,I+8,ASC(SEG$(STR$(TIME),I,1)))
2140 IF TIME=0 THEN 2180
2150 NEXT I
2160 CALL SOUND(100,1760,0)
2170 RETURN
2180 REM .....DESTRUCTION
2190 CALL COLOR(2,14,1)
2200 FOR S=30 TO 0 STEP -1
2210 CALL SOUND(50,110,S)
2220 NEXT S
2230 CALL SOUND(300,110,0)
2240 CALL CLEAR
2250 CALL SCREEN(14)
2260 PRINT "WHO BLEW THE REACTOR
UP THEN":
2270 FOR D=1 TO 2000
2280 NEXT D
2290 END
2300 REM .....CAUGHT BY ROBOT
2310 CALL HCHAR(R,C,105)
2320 CALL SOUND(300,-1,0)
2330 CALL HCHAR(R,C,32)
2340 FOR DE=1 TO 1000
2350 NEXT DE
2360 CALL CLEAR
2370 PRINT "OH DEAR! RUN OVER BY
A ROBOT!":
2380 STOP
2390 FOR V=30 TO 0 STEP -1
2400 CALL SOUND(50,392,V)
2410 NEXT V
2420 CALL CLEAR
2430 PRINT "FANTASTIC YOU DID IT
WITH":TIME:"SECONDS LEFT"
2440 FOR D=1 TO 3000
2450 NEXT D
2460 END

```


GAME: CIRCUS

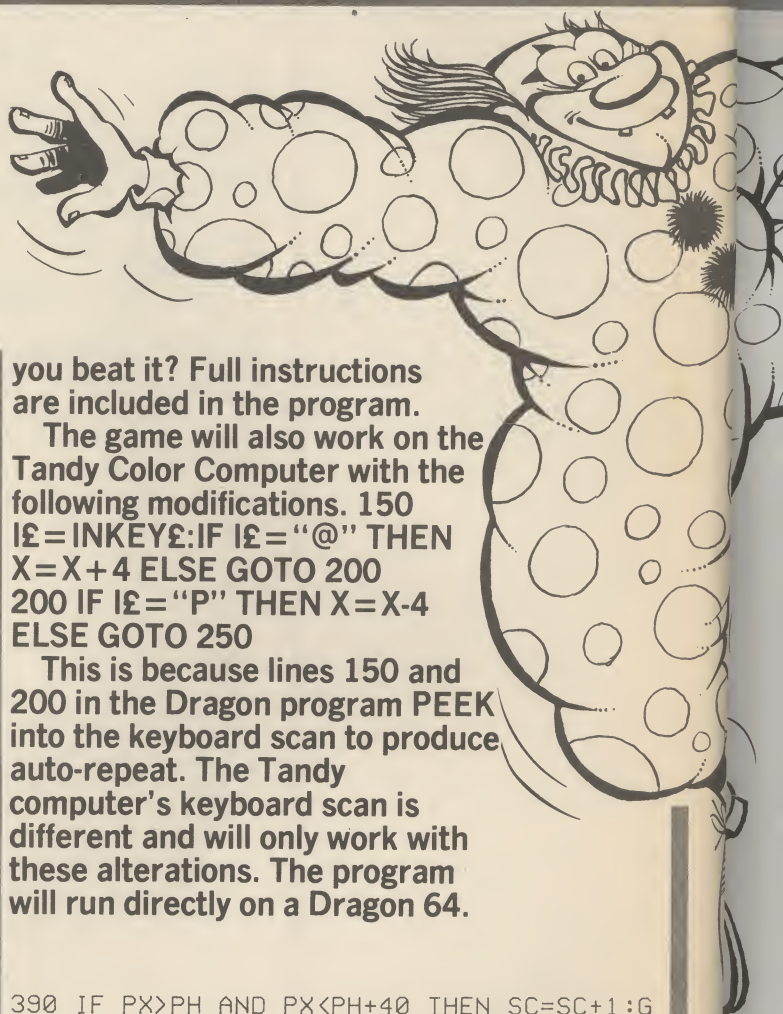
AUTHOR: TONY CADDIES

RUNS ON: A DRAGON & TANDY COLOUR COMPUTER

Welcome to the Big Top! We've got a great competition for you — can you beat the bouncing balls — and the clock? The object of the game is to help Cuthbert the Clown throw balls through the moving hole. If you miss the hole it will begin to move down — making Cuthbert's task even more difficult. If you score a direct hit the hole will move up the screen giving you more of a chance.

But beware, the clock is counting down — and you must beat it if you want to get a high score! The record scores so far are 18 points in 90 seconds and is 28 points — can

```
60 '
70 GOSUB 550 'DRAW GRAPHICS'
80 GOSUB 880 'DRAW SCREEN'
90 GOSUB 1050 'READ NUMBERS'
100 GOSUB 1210 'SET VARIABLES'
110 GOSUB 1340 'INSTRUCTIONS?'
120 REM MOVEMENT
130 SCREEN 1,1:PLAY TU$:TIMER=0
140 REM READ KEYS
150 IF PEEK(338)=251 THEN X=X+4 ELSE GOT
O 200
160 XX=XX+4
170 IF XX>252 THEN XX=251:X=XX-26
180 IF B=1 THEN PUT(X,Y)-(XX,YY),NB,PSET
:GOTO 200
190 PUT(X,Y)-(XX,YY),HB,PSET
200 IF PEEK(338)=239 THEN X=X-4 ELSE GOT
O 250
210 XX=XX-4
220 IF X<6 THEN X=7:XX=X+26
230 IF B=1 THEN PUT(X,Y)-(XX,YY),NB,PSET
:GOTO 250
240 PUT(X,Y)-(XX,YY),HB,PSET
250 IF B=1 THEN GOTO 270
260 IF INKEY$="^" THEN B=1:PX=X+5:U=Y-6:
PUT(X,Y)-(XX,YY),NB,PSET:SOUND 50,1
270 IF B=1 THEN GOSUB 350
280 LINE(0,SP)-(PH,SP),PSET
290 LINE(PH,SP)-(PH+40,SP),PRESET
300 LINE(PH+40,SP)-(256,SP),PSET
310 PH=PH+NM
320 IF PH+40>247 OR PH<9 THEN NM=-NM:SOU
ND 100,1
330 IF TIMER>=4500 THEN PLAY HT$:GOTO 17
30
340 GOTO 140
350 REM BALL
360 '
370 U=U-1
380 IF U>SP THEN GOTO 420
```

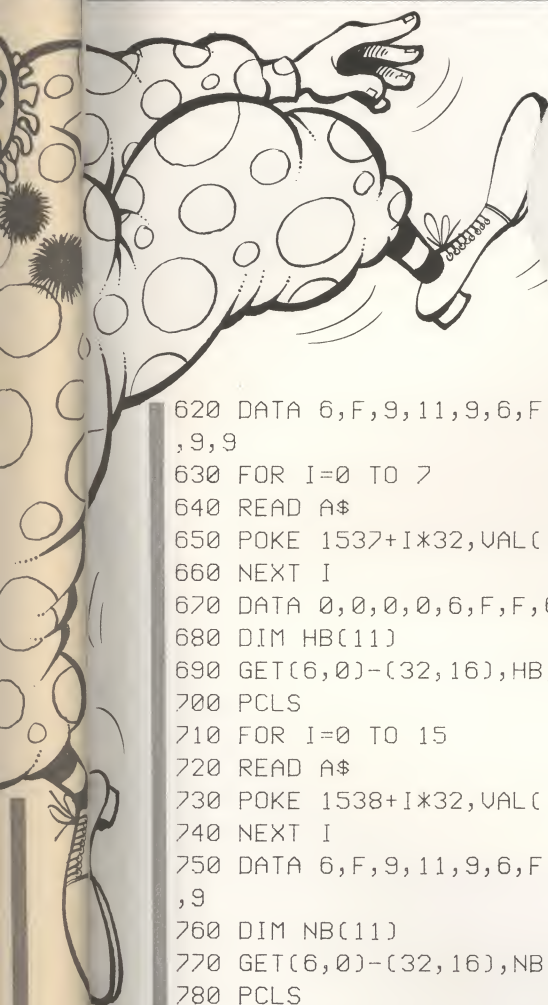


you beat it? Full instructions are included in the program.

The game will also work on the Tandy Color Computer with the following modifications. 150 I\$=INKEY\$:IF I\$="@" THEN X=X+4 ELSE GOTO 200 200 IF I\$="P" THEN X=X-4 ELSE GOTO 250

This is because lines 150 and 200 in the Dragon program PEEK into the keyboard scan to produce auto-repeat. The Tandy computer's keyboard scan is different and will only work with these alterations. The program will run directly on a Dragon 64.

```
390 IF PX>PH AND PX<PH+40 THEN SC=SC+1:G
OSUB 450:UD=1 ELSE UD=0
400 LINE(PX,U)-(PX+5,U+12),PRESET,BF:B=0
:PUT(X,Y)-(XX,YY),HB,PSET
410 GOSUB 1660:RETURN
420 U=U-4
430 PUT(PX,U)-(PX+5,U+12),B,PSET
440 RETURN
450 REM DRAW SCORE
460 LINE(43,5)-(70,10),PRESET,BF
470 W$=STR$(SC)
480 FOR I=2 TO LEN(W$)
490 A=ASC(MID$(W$,I,1))
500 C=A-47
510 DRAW"BM43,5":DRAW"BM"+STR$((I-1)*7)
+",5"+NM$(C)
520 NEXT I
530 RETURN
540 GOTO 540
550 REM GRAPHICS
560 PMODE 4,1:PCLS
570 '
580 FOR I=0 TO 15
590 READ A$
600 POKE 1538+I*32,VAL("&H"+A$)
610 NEXT I
```

```

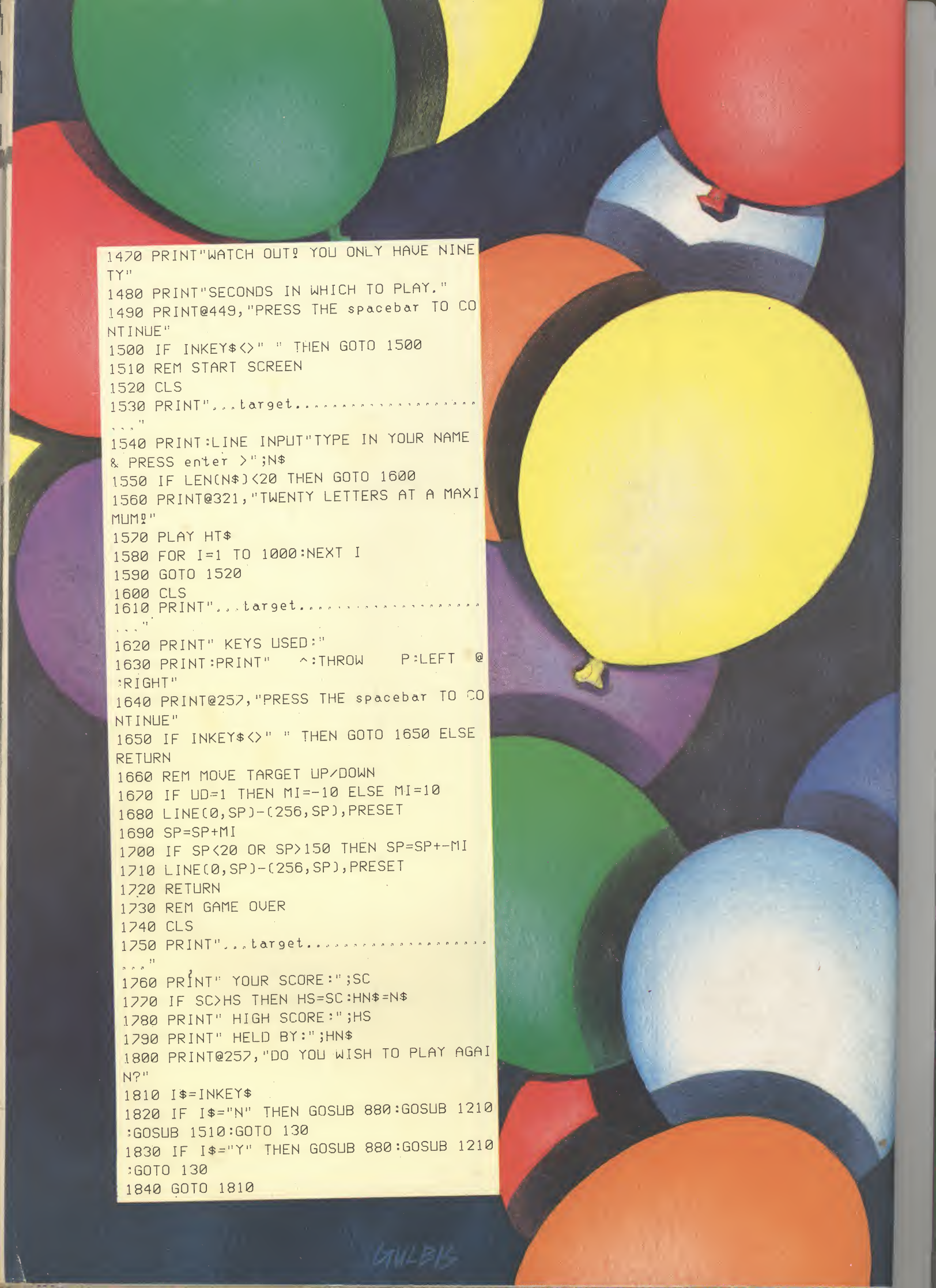
620 DATA 6,F,9,11,9,6,F,1F,2F,CF,F,F,6,9
,9,9
630 FOR I=0 TO 7
640 READ A$
650 POKE 1537+I*32,VAL("&H"+A$)
660 NEXT I
670 DATA 0,0,0,0,6,F,F,6
680 DIM HB(11)
690 GET(6,0)-(32,16),HB,G
700 PCLS
710 FOR I=0 TO 15
720 READ A$
730 POKE 1538+I*32,VAL("&H"+A$)
740 NEXT I
750 DATA 6,F,9,11,9,6,F,FF,F,F,F,F,6,9,9
,9
760 DIM NB(11)
770 GET(6,0)-(32,16),NB,G
780 PCLS
790 FOR I=0 TO 7
800 READ A$
810 POKE 1536+I*32,VAL("&H"+A$)
820 NEXT I
830 DATA 0,0,0,0,6,F,F,6
840 DIM B(3)
850 GET(3,0)-(8,12),B,G
860 PCLS
870 RETURN
880 REM SCREEN
890 PMODE 4,1:PCLS
900 LINE(0,20)-(113,20),PSET
910 LINE(153,20)-(256,20),PSET
920 FOR I=1 TO 256 STEP 4
930 LINE(I,175)-(I,192),PSET
940 NEXT I
950 LINE(0,175)-(256,175),PSET
960 DRAW"BM5,5;R5L5D2R5D3L5"
970 DRAW"BM12,5;R5L5D5R5"
980 DRAW"BM19,5;R5D5L5U5"
990 DRAW"BM26,5;D5U5R5D2L5R2F3"
1000 DRAW"BM33,5;R5L5D2R5L5D3R5"
1010 PSET(40,6,5)
1020 PSET(40,9,5)
1030 PUT(126,158)-(152,174),HB,PSET

```

```

1040 RETURN
1050 REM READ NUMBERS
1060 DIM NM$(10)
1070 FOR I=1 TO 10
1080 READ NM$(I)
1090 NEXT I
1100 DATA BUU3BUBRR3BRBDD3BDBLL3
1110 DATA R5L3U5L2
1120 DATA R5L5U2R5U3L5
1130 DATA R5U2L5R5U3L5
1140 DATA BR4U5G4R5
1150 DATA R5U2L5U3R5
1160 DATA U5R5L5D5R5U3L5
1170 DATA E5L5
1180 DATA R5U5L5D5U3R5
1190 DATA BR5U5L5D3R5
1200 RETURN
1210 REM VARIABLES
1220 SC=0
1230 PH=113
1240 X=126
1250 Y=158
1260 XX=152
1270 YY=174
1280 TU$="03;T6;CDET3GT6P99GAGE;GAGEGACC
C".
1290 HT$="03;T20;CDECDECDECD;T100;CDECD
ECDECDEDEEDC"
1300 SP=20
1310 NM=10
1320 B=0
1330 RETURN
1340 REM INSTRUCTIONS
1350 CLS:PRINT"...target.....";
1360 PRINT:PRINT
1370 LINE INPUT"DO YOU REQUIRE INSTRUCTI
ONS>";Q$
1380 IF LEFT$(Q$,1)="N" THEN GOTO 1510 E
LSE IF LEFT$(Q$,1)="Y" THEN GOTO 1390 EL
SE GOTO 1340
1390 CLS:PRINT"...target.....";
1400 PRINT"THE OBJECT OF target IS TO MO
VE"
1410 PRINT"YOUR LITTLE MAN AT THE BOTTOM
OF";
1420 PRINT"THE SCREEN AND THROW THE BALL
UP";
1430 PRINT"THROUGH THE MOVING HOLE."
1440 PRINT"IF YOU MISS THE HOLE WILL MO
VE"
1450 PRINT"DOWN & IF YOU HIT THEN THE HO
LE"
1460 PRINT"WILL MOVE UP."

```

```

1470 PRINT"WATCH OUT! YOU ONLY HAVE NINE
TY"
1480 PRINT"SECONDS IN WHICH TO PLAY."
1490 PRINT@449,"PRESS THE spacebar TO CO
NTINUE"
1500 IF INKEY$<>" " THEN GOTO 1500
1510 REM START SCREEN
1520 CLS
1530 PRINT"...target....."
""
1540 PRINT:LINE INPUT"TYPE IN YOUR NAME
& PRESS enter >";N$
1550 IF LEN(N$)<20 THEN GOTO 1600
1560 PRINT@321,"TWENTY LETTERS AT A MAXI
MUM!"
1570 PLAY HT$
1580 FOR I=1 TO 1000:NEXT I
1590 GOTO 1520
1600 CLS
1610 PRINT"...target....."
""
1620 PRINT" KEYS USED:"
1630 PRINT:PRINT" ^:THROW P:LEFT @
:RIGHT"
1640 PRINT@257,"PRESS THE spacebar TO CO
NTINUE"
1650 IF INKEY$<>" " THEN GOTO 1650 ELSE
RETURN
1660 REM MOVE TARGET UP/DOWN
1670 IF UD=1 THEN MI=-10 ELSE MI=10
1680 LINE(0,SP)-(256,SP),PRESET
1690 SP=SP+MI
1700 IF SP<20 OR SP>150 THEN SP=SP+-MI
1710 LINE(0,SP)-(256,SP),PRESET
1720 RETURN
1730 REM GAME OVER
1740 CLS
1750 PRINT"...target....."
""
1760 PRINT" YOUR SCORE:";SC
1770 IF SC>HS THEN HS=SC:HN$=N$
1780 PRINT" HIGH SCORE:";HS
1790 PRINT" HELD BY:";HN$
1800 PRINT@257,"DO YOU WISH TO PLAY AGAI
N?"
1810 I$=INKEY$
1820 IF I$="N" THEN GOSUB 880:GOSUB 1210
:GOSUB 1510:GOTO 130
1830 IF I$="Y" THEN GOSUB 880:GOSUB 1210
:GOTO 130
1840 GOTO 1810

```

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If you've been watching Ski Sunday on TV you'll need no prompting to program this listing into your Vic-20.

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Space action for the Dragon 32.



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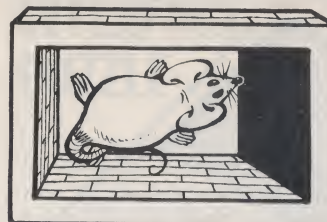
The feathered fiends are coming to take you away — unless you can avoid their talons! Action for Sharp MZ80K owners. Can you steer clear of these birds?

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There's this giant beast chasing you through the forest and it's getting closer all the time. Animal magic for the Oric.

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This game is one of the most popular board game conversions for computers. Now you can try your skill on your BBC B.

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Briky is a happy little bricklayer — until the moles and bombs appear! Can you help him finish his wall with your Atari construction team?

Bumper bundle!

If you are looking for software for that new computer Santa brought you this Christmas, then this issue of *Computer and Video Games* is the one for you! If you look carefully, you'll find a bumper 52 page Book of Games attached to the issue. It's packed with listings for all the top micros — and there are a few surprises among them, believe us! All that, plus the regular bundle of top games listings in the issue itself. What more could a micro owner want!

What indeed! Well, how about a run down of the latest extra bits you can plug in or add on to your computer to make games playing more fun? Or perhaps you'd like to read the inside story of the origin of that lovable denizen of the arcades, Pacman? There's more from Japan too in this special feature.

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Acting editor Tim Metcalfe, Assistant editor Eugene Lacey, Editorial assistant Clare Edgeley, Reader services Robert Schifreen (01-278 3881), Art Editor Linda Freeman, Designer Lynda Skerry, Production assistant Mary Morton, Staff writer Seamus St John, Advertisement manager Rob Cameron, Assistant advertisement manager Louise Matthews, Advertising executive Bernard Dugdale, Advertisement assistant Louise Flockhart, Publisher Tom Moloney, Assistant publisher Rita Lewis

Editorial and advertisement offices: Durrant House, 8 Herbal Hill, London EC1R 5EJ; Telephone Editorial 01-278 6556, Advertising 01-278 6552

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MODEM FOR THE DRAGON

Dear Sir,
In your December issue you stated you do not know of any modems currently available for the Dragon 32.

Not so! Microcomputer Resources Ltd manufacture a Prestel/Viewdata interface which will allow you to link up to Micronet.

Maplin Electronic Supplies also sell a RS232 interface kit which enables Dragon users to link up to virtually any viewdata system or even Maplin's own Cashtel system.
*S. C. Parnell,
Benfleet,
Essex.*

BBC MICRO MYSTERY

I own a BBC Model B and at the side of my micro's keyboard there is a hole which is covered with plastic. I know I am not telling you anything you don't know but along with a few of my friends who also own BBC micros I could not resist the temptation to push it in. When it came off, I found that instead of seeing an interface for the ROM cartridges, which I had expected to see, I saw over half of the loudspeaker overlapping from the position where it should have been.

This mispositioning of the loudspeaker accounted for the coarse sound I had been getting even on a -15 setting. This was easily overcome by just taking the cover off and moving it slightly. But I still do not know what I set out to find in the first place so could you please tell me when the ROM cartridges will be available in the shops?

*Jason Dines,
Billericay,
Essex.*

Editor's reply: At the

present moment there are no ROM cartridges available for the BBC. Acornsoft are thought to be planning to release games cartridges some time in the future. As soon as they are out you'll be able to read about them in our Games News pages.

STOPPING THE VIC

Dear Sir,
I am writing to enquire what POKE command can be used on the Vic-20 to stop the STOP key functioning. I have seen this used on cartridges for the Vic-20, as when the STOP key is pressed, which would normally break out of the program, the program will continue as normal.
*Andrew Griffiths,
Mirfield,
W. Yorkshire.*

Editor's reply: The run/stop — restore keys can be disabled with this line: POKE 808, PEEK (808)+2:POKE 37150, PEEK (37150) AND 127: The keys can be turned on again with this line: POKE 808, PEEK (808)-2:POKE 37150, PEEK (37150) OR 127.

POKEING THE ATARI

Dear Sir,
I own a 16k Atari 400 and recently I came across a few POKES. When I POKE 742,0 I discovered I now have 63k. Is that true? And also am I the first to discover that POKEing 703,4 into the memory gives a text window to GR0? Finally, the POKE which was published in December's issue was in the Atari Basic reference manual anyway! (Appendix 1-3).

*Michael Yick,
Sowerby Bridge,
W. Yorkshire.*

Editor's reply: Unfortunately, expanding

your Atari's memory is not so simple or cheap.

As you type in a Basic program, the amount of free memory goes down. The computer, therefore, keeps a counter in its memory with a value to tell it how much memory is remaining. So when you ask your machine how much free RAM you have, it simply looks at the value of this counter.

You have probably guessed that part of this counter is at location 742, and what you are doing is altering this counter. This does not alter the amount of RAM, but alters the amount which the machine THINKS that it has!

If the machine thinks that it has more memory than it should, it will try to let you type in a larger program than allowed. This will then cause a crash, probably erasing all your hard work.

The only use for such a POKE command is to fool your friends into thinking that you've typed a 48k program in, in 10 minutes!

INTERFACE PUZZLE . . .

Dear Sir,
I will soon be purchasing a ZX Spectrum and am puzzled over which interface to buy with it. The interface module I'm after should be able to be used with most of the software for the Spectrum 48k i.e. most of the games from Ultimate, Imagine and Silversoft. Another factor to be taken into account is price. I would want it to cost about £15 to £20, maybe a little more. Please could you also recommend the best compatible joystick with price to be taken into consideration.
*R. J. Cosgrove,
Wrexham,
Clwyd.*

Editor's reply: There are

a lot of joystick interfaces around and all use different software. Most new software will probably be written for the new Sinclair Interface 2 although the only one that works with all games would be a programmable Interface such as the AGF. One of the most popular joysticks is the Kempston Interface and joystick, with a price of around £30.00.

WORRIED TEXAS . . .

Dear Sir,
Recently, whilst browsing through the mags shelf of my local W. H. Smith, I noticed a computer magazine screaming that Texas instruments are pulling out of the home computer market due to great financial losses.

Two questions — does this mean that TI will not be manufacturing any more cartridges, modules, ROMS (whatever you want to call them!) and secondly, does this mean the price of printers, disc drives modems etc. will come down in price?

The article says, "as many as half a million units could be sold off before Christmas for as little as £50 each." I, being a TI user, am worried in case my machine goes wrong — will TI repair it?
*Paul Boakes,
Rochester,
Kent.*

Editor's reply: TI's announcement that they are pulling out of the home computer market is bound to lead to slashed prices on hardware, software and peripherals.

On the subject of servicing, TI have promised to offer a service to all people who bought their machines. There is considerable pressure on them to keep this promise and keep faith with the public.



BLASTERMIND! ★

At first glance this might seem to be just another version of a very popular game. How wrong can you be!!! True, the start is simple enough. The Spectrum picks a code of numbers or colours with a selection of levels of difficulty — and invites you to do the same. You then take it in turns to guess each others code from the clue supplied after each guess. An extremely well written, fast and very clearly displayed game, with almost inevitable defeat.

This was exactly as intended but unfortunately *something went wrong*. During the programming strange uncomplimentary messages began to appear on the screen. At first they were so few they were not taken too seriously, but soon they could no longer be ignored. Somehow the Spectrum had been given a personality — a rather devious, supercilious, dislikeable, hateful, horrible mind.

SPECTRUM 48k £5.50



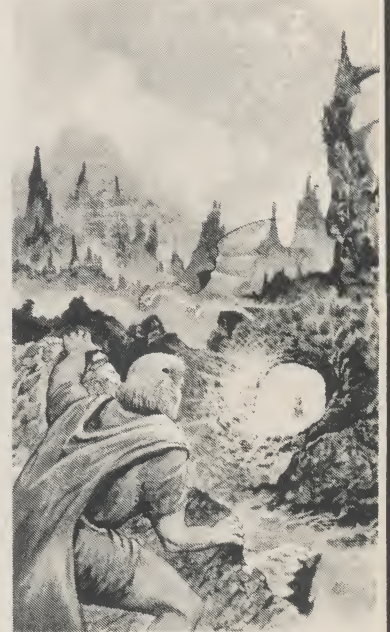
Side B contains a version of the game compatible with the excellent Currah µSpeech unit — even worse!!

The Quest of Merravid ★

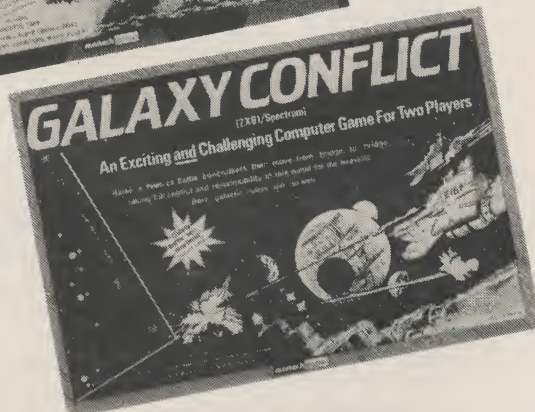
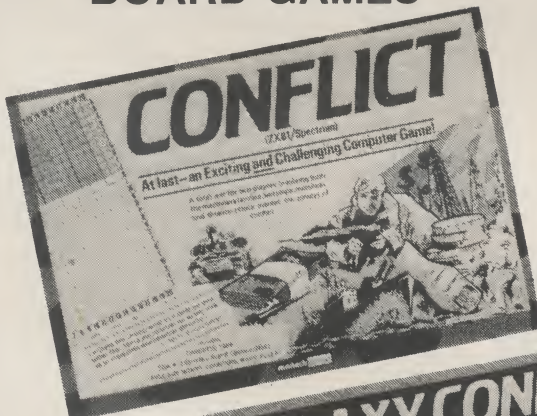
VIC 20 (16k) £7.95 or Commodore 64 £7.95

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MAILBAG



QUALITY NOT QUANTITY?

Dear Sir,
I have recently heard people criticising the CBS Colecovision because of the price of the games. These people are mostly Spectrum owners and I feel that this is a certain case of "quality not quantity". The Coleco system has by far the best graphics, better than nearly all home computers, and the games are ones which gamers are not likely to get bored with quickly.

The software list will be enhanced by Activision, Parker and Imagic, the latter's games for Intellivision being startling, so the games for the Coleco should in theory be truly magnificent when you consider the huge amount of built-in ROM.

I feel that anyone who seriously wants arcade-type games at home should go for the CBS Colecovision. Should this letter be published, I feel it would put many Spectrum owners very firmly in their place.

Tom Stungo,
Aylesbury,
Bucks.

REVIEWER RAPPED

Dear Sir,
I am writing to you because I am disgusted with your reviewer's views on the Electron. I do realise that the reviews are the opinion of one person, but before he makes any comparisons with another machine he should make sure he has all the facts.

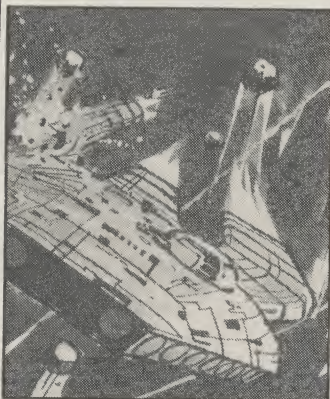
Firstly, I would like to know why in his review of the Acorn Electron he states that it's a superior machine to the Atari? The Electron cannot produce sound through the television like the Atari. It has only 16 colours and Atari has 256 with 128 displayed at any one time.

There are many more differences, which in my opinion make the Atari far superior. I am slightly biased, just like your reviewer seems to be towards the Electron and BBC machines.

In the review on the 600XL and 800XL he states that the 600XL is 16k standard, but it can actually be expanded to 64k, and the 800XL comes with 64k. Both machines have 24k ROM and not 10k ROM as stated.

I would also like to add that one great advantage that the Atari gives, is the compatibility between the old and new machines. Unfortunately, a lot of manufacturers (i.e. the Acorn Atom and Electron which are two totally different machines requiring separate software), do not consider the users. Therefore, I thank Atari for enabling me to keep all my software library which has cost me over £200 plus, when I upgrade to their latest model.

I would just like to say that I find your magazine excellent, but please review your reviews before you publish. Wrong information could easily mean the downfall of a good machine.
R. T. Green,
Crumpsall,
Manchester.



VECTREX ERRORS?

Dear Sir,
I recently purchased the Vectrex computer games system and have found a few faults with two of its games, Spike and Minestorm.

The instructions for Minestorm say that when you clear thirteen minefields you enter a new universe with space ships and space dust to contend with. So far I have cleared 24 minefields with no sign of a new universe at all. Is this a misprint in the booklet?

The second game Spike gives you a lot of points if you move Molly's cage to the far left of the screen and jump for it. You lose a life but you can get a maximum of 65,000 points for doing this. Is this a fault or is it intended?

J Hansford,
Doncaster,
S. Yorks.

SNOWFLAKES FOR ORIC

Dear Sir,
As it is approaching Christmas and the colder months, there will be some snow (hopefully). But just in case there isn't, here is a program for Oric 1 owners. It draws snowflakes and develops into quite a nice pattern when the screen fills up.

```
10 Paper0:INK 7
20 HIRES
30 POKE #26A, 10
40 X = (RND(1)*200) + 20
50 Y = (RND(1)*160) + 20
60 P = (RND(1)*255:PATTERN
P
70 CURSET X,Y,1
80 T=(RND(1)*12)+2
90 FOR A=1 TO T:CIRCLE
A,FB
100 FB=INT (RND(1)*4)
110 NEXT A
120 GOTO 40
```

This program runs on a 48k Oric. However, for the 16k version just miss out line 30.
Chris Speight,
Bedale,
N Yorks.

SPECTRUM COMPILER

Dear Sir,
Having recently started a course at university which involves computer programming with Pascal, I am interested in buying a Pascal compiler for my 48k Spectrum to help me with my studies. Please could you tell me where I could get one and how much it would cost?
John Peden,
Renfrewshire,
Scotland.

Editor's reply: The HiSoft Pascal is available for the 48k Spectrum from HiSoft, 13 Gooseacre, Cheddington, Leighton Buzzard, Bedfordshire, LU7 0SR for £25.00.

STIX AND STONES . . .

Dear Sir,
Although we were pleased to see that our game *Stix* for the Commodore 64 was reviewed in your December issue there does seem to have been some confusion on the part of your reviewer.

The game concerns a struggle to contain an evil bundle of energy known as the Stix so that its power can be harnessed for good rather than evil. Force fields must be built, using the "field synthesisers" provided. Each game starts with four.

There are a number of hazards to avoid — the most dangerous of these is the Stix itself, and to quote from the instructions supplied with the game:

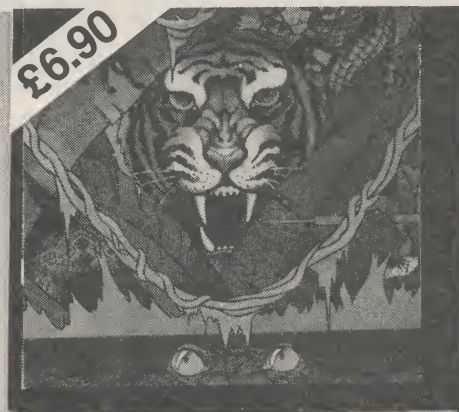
"The second hazard results from a design fault in the field synthesisers (the manufacturers have promised to put it right in their next model, but that isn't going to help you now). If you pause for more than an instant while constructing a force field, the field stabiliser disengages sending a ripple of energy through the field that will destroy the synthesiser (unless you can complete the field before the ripple arrives). Listen out for the hissing sound that the ripple makes as it moves through the field."

Unfortunately in the review this particular feature of the game is described as "a software design fault" and the reviewer finishes by saying that "Although the game was exciting to play, I feel this particular version will have to iron out its mentioned defects to become a games player's favourite". Defects?

I hope that this letter doesn't sound like sour grapes. We've had so many excellent reviews of *Stix* that we can handle the odd mediocre one. But to state that the program is being sold with a known fault in the software doesn't enhance our image, nor is it fair to the author, Andrew Trott.

Peter Calver
Supersoft,
Wealdstone,
Middlesex.

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JUNGLE FEVER				✓
PHARAOHS TOMB	✓	✓		✓



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Privateer	48K Spectrum/ZX 81 16K combined cassette £4.50

Prices: ZX81 £4.50 Spectrum £5.50 (except Paras) £5.95
Dragon 32/BBC-B £6.95 Tandy £7.95 Atari £12.50

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Spectrum 48K £5.50.

LOTHLORIEN the mind stretcher

DREADNOUGHTS	Spectrum 48K	£5.95	<input type="checkbox"/>
CONFRONTATION	Spectrum 48K	£7.95	<input type="checkbox"/>
RED BARON	Spectrum 48K	£5.95	<input type="checkbox"/>
REDWEED	Spectrum 48K	£5.50	<input type="checkbox"/>
PARAS	Spectrum 48K	£5.95	<input type="checkbox"/>
	BBC-B	£6.95	<input type="checkbox"/>
JOHNNY REB	Spectrum 48K	£5.50	<input type="checkbox"/>
	BBC-B	£6.95	<input type="checkbox"/>
	Oric 48K	£6.95	<input type="checkbox"/>

Others (please specify) _____

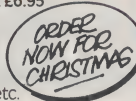
I enclose a cheque/PO for £ _____ made payable to M. C. Lothlorien

Please debit my Access A/C No. _____ / _____ / _____

SIGNED _____

ADDRESS _____

Send to: M C Lothlorien, Dept. CVC/2/84, 56a Park Lane, Poynton, Cheshire SK12 1AE. Telephone: Poynton 876642.



SPECTRUM

NEWS from SPECTRUM

January is
SALE time!

January is SALE TIME and apart from the many January SUPER-DEAL offers featured in these ads most SPECTRUM dealers will be holding their own individual sales too, with big savings on a wide range of products. So for the best deal in HOME COMPUTERS - see your local SPECTRUM dealer NOW!

Sensational PRINTER OFFER

Amazing Value! SEIKOSHA GR100 Mk. 11 plus FREE! box of paper (2000 sheets) and all for under £200, see our ad for details.

Just arriving! COMMODORE 64 PORTABLE

with built-in monitor, single disk drive. Plus! FREE! Future Finance & Easy script programs. Very limited supplies at only £895. See your local SPECTRUM dealer now!

DISK DRIVE for ZX SPECTRUM

Now from SPECTRUM a Disk Drive for the ZX SPECTRUM exclusive to SPECTRUM stores see our ad for full details

LATEST NEWS

● For up-to-date news, information & offers from SPECTRUM - see PRESTEL page 600181 for full details.

COMPUTER DEALERS

(or prospective Computer dealers!) If, you would like to know more about becoming a SPECTRUM APPOINTED DEALER on an exclusive area basis, please write to MIKE STERN, Spectrum (UK) Ltd., Burrowfield, Welwyn Garden City, Herts. or telephone (07073) 34761

January SUPER DEAL Offer! COMMODORE 64

**SAVE
£275!**

BUSINESS PACKAGE

A complete business package based on the successful Commodore 64, including Sales/Invoicing and purchase ledger programs. All you need for a small business system that's extremely easy to understand and ready to run.



Includes

- COMMODORE 64
- DISK DRIVE
- COLOUR MONITOR
- COMMODORE PRINTER
- PURCHASE LEDGER PROGRAM
- SALES LEDGER PROGRAM
- EASY SCRIPT PROGRAM

Plus!

- FREE! GAMES DISK
WITH SIX GAMES

FOR THE SMALL BUSINESSMAN... this has to be the business computer opportunity of a lifetime! This superb, top-value package includes everything you need to set up your own powerful small business/home Micro system.

There's the high-power Commodore 64 computer with its huge 64K RAM memory built-in and brilliant graphics capability, with full colour. The system's completed with a Commodore disk drive - store your entire filing system, accounts, sales records, etc. - plus tractor-feed printer, and a 1701 colour monitor.

It really is tremendous package - at SPECTRUM'S incredible low price, it's unbeatable!

ALL THIS FOR ONLY
£899⁹⁵

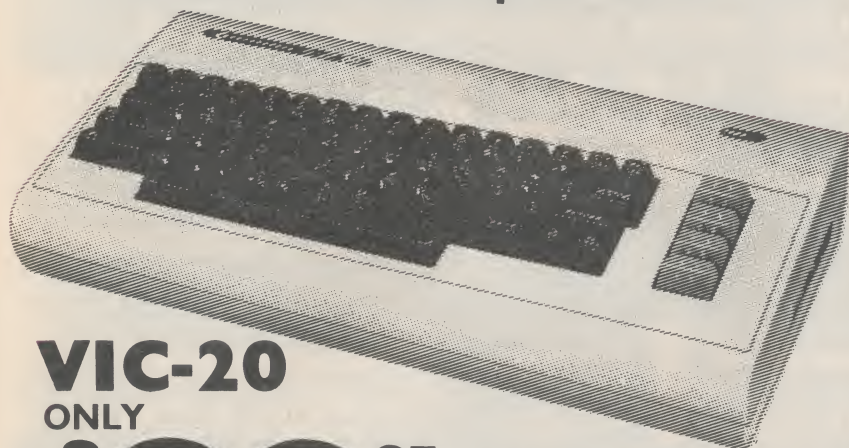
All items can be purchased separately - ask your local SPECTRUM dealer for price.

FOR THE COMMODORE 64 HOME USER

VIC 1452 Printer Plotter - Special January Offer... £99.99
 COMMODORE 64 with 4 FREE GAMES £199.99
 SINGLE DISK DRIVE with FREE Easy Script
 and Future Finance programs £230.00
 AZTEC Centronics Interface £29.90
 VISCOUNT Cassette Interface £12.95
 Plus! 100's of Software Titles now available.

Sensational COMMODORE VIC-20

Offers from Spectrum!



VIC-20

ONLY

£99⁹⁵ Including:
**FREE! ANY MULTIPACK
AS LISTED BELOW**

SOFTWARE SALE

Multipack 1 £19.98
Omega Race, Voodoo
Castle, Cosmic Crunch
Avenger

Multipack 2 £19.98
Gorf, Adventureland,
Raid on Fort Knox,
Mole Attack

Multipack 3 £19.98
Sargon Chess, The Count,
Mission Impossible,
Cosmic Cruncher

Multipack 4 £19.98
Sargon Chess, Pirate
Cove, Rat Race,
Super Lander

Multipack 5 £19.98
Omega Race, The Count,
Menagerie, Mole Attack
While stocks last.

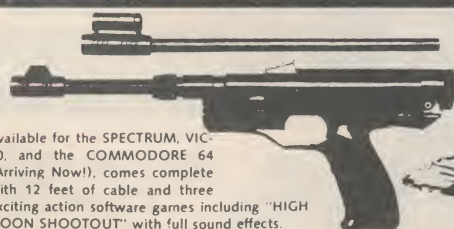
Viscount Cassette
Interface £12.95
Alphacom 42 Printer with Vic
20 Interface £99.90
Stack Light Pen £28.75
Plus 80 16K RAM. £37.99
Viscount 64K RAM ... £69.95
4 Slot Motherboard. £24.95
Adman Chatterbox ... £49.95
Zeta Joystick. £10.95

COMMODORE 1520 PRINTER PLOTTER

ONLY

£99⁹⁹ Limited Offer

STACK LIGHT RIFLE

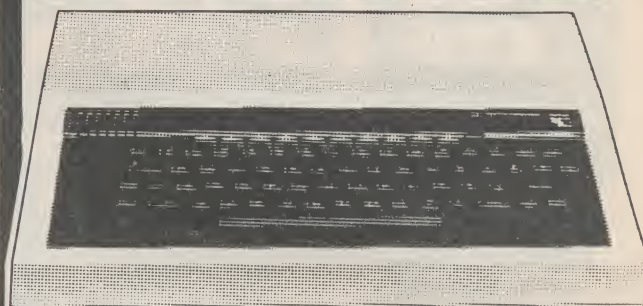


For Commodore
64, VIC-20 &
ZX Spectrum

Available for the SPECTRUM, VIC-20, and the COMMODORE 64 (Arriving Now!), comes complete with 12 feet of cable and three exciting action software games including "HIGH NOON SHOOTOUT" with full sound effects.

Spectrum Price **£29.45** Including 3
FREE Games

BBC



Model B Micro

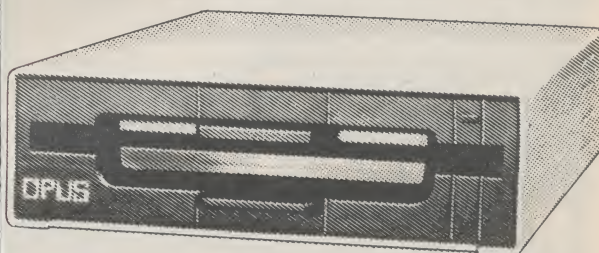
SPECTRUM
PRICE

£399

Sensational Offer for BBC Owners!

OPUS

DISK DRIVE for BBC Model 'B'



Now from SPECTRUM - a DISK DRIVE for the BBC at under £180. Compare this price with any other Disk Drive for the BBC and we're sure you'll agree that this really is terrific value for money - But **HURRY!** stocks are limited and are sure to sell fast - so get to your local SPECTRUM dealer NOW!

£189

SPECTRUM
LOW PRICE

Including:
MANUAL &
UTILITIES
DISC.

Other equipment for the BBC

Limited Offer!
**BBC Dual Disk
Drive**

SAVE £53.85

ONLY £750.00

Normal Price **£803.85**

BBC
BUGGY

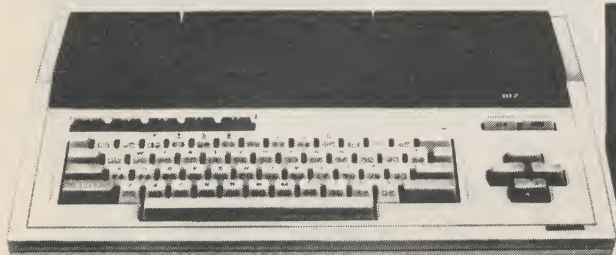
£189.00

Now available:
RC DIGITAL TRACER
for the BBC
£55.50

GRAF PAD Graphics Tablet	£143.75
PROLINK Joystick Interface	£9.95
BIT-PRINT ZX Printer	£89.95
BBC Single Disc Drive	£265.00
BBC Disk Interface Kit (inc. fitting)	£97.00
Acorn Software Cassette-Based from	£9.95
Acorn Disk-Based software	£11.50
BBC Disk-Based software from	£9.95
BBC BUGGY Spectrum Price	£189.00
BBC Disk Manual & Utilities Disc	£34.50
CRACK SHOT JOYSTICK Especially for the BBC - Spectrum Price	£19.95

**Turn the page for more super
offers from Spectrum . . .**

SPECTRUM



SHARP MZ-711

(MZ-700 Series Computer)
FREE! 10 CASSETTE BASED GAMES

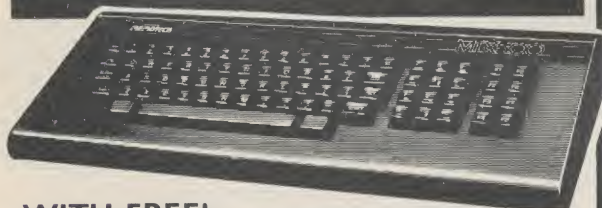
The super new colour computer from SHARP. Now available in limited quantities - including 10 FREE CASSETTE BASED GAMES from SPECTRUM

SPECTRUM PRICE **£249⁹⁵**

SHARP PRINTER..... £129.95 CASSETTE RECORDER..... £39.95

SHARP MZ80A £399

MEMOTECH MTX 512



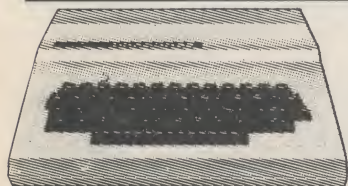
WITH FREE!
BLANK DATA CASSETTE
2 GAMES, HEAD CLEANER,
DEMONSTRATION
CASSETTE.

SPECTRUM PRICE
£315

Also available MTX 500 £275
SOFTWARE

- SUPER MINEFIELD • CONTINENTAL INVADERS • KILOPEDE • MATHS 1 • PHYSICS 1 • FLIGHT SIMULATOR
- CHESS • OTHELLO

DRAGON 32 OFFER



DRAGON PACK

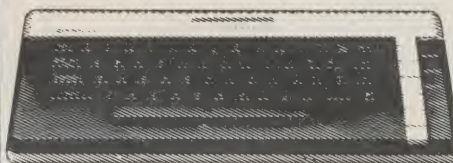
Including:
DRAGON 32, Computer
Cassette Recorder, Joysticks and Dragon Games Pack.

ALL FOR ONLY **£199⁹⁹**

Check with your local SPECTRUM dealer for price of separate items.

DRAGON 64 £225.00

ATARI 600XL

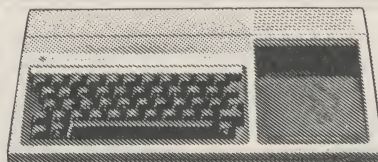


- 16K RAM expandable to 48K • Full-stroke keyboard • Full sound with 3½ octave range • 11 Graphic Display modes • Full colour (256 Colours - 128 colours can be displayed at one time) Ask to see this super new micro at your local SPECTRUM dealer NOW!

CHECK WITH YOUR LOCAL
SPECTRUM DEALER FOR OUR
SUPER LOW PRICE

1010 CASSETTE RECORDER	£49.99
1050 DISK DRIVE	£299.99
1027 LETTER QUALITY PRINTER	£299.99
1020 PRINTER PLOTTER	£199.99

TEXAS



TI-99/4A

Exceptional value from SPECTRUM and representing probably the finest home micro computer value on the market today! - The TEXAS TI-99/4A is built to an extremely high standard and is highly recommended by SPECTRUM for its utter reliability.

CHECK WITH YOUR
LOCAL SPECTRUM
DEALER FOR OUR
SUPER LOW PRICE

Wide range of software available for TEXAS from your local SPECTRUM dealer.

ACCESSORIES

C12 DATA CASSETTES	£0.50
C15 DATA CASSETTES	£0.58
VISCOUNT SINGLE SIDED, DOUBLE DENSITY (10) (FOR APPLE, COMMODORE, ATARI, TANDY)	£21.25
VISCOUNT SINGLE SIDED, SINGLE DENSITY (10)	£21.25
VISCOUNT DOUBLE SIDED, DOUBLE DENSITY (10) (FOR SHARP SUPERBRAIN, etc.)	£33.81
VISCOUNT SINGLE SIDED DOUBLE DENSITY 96 TRACK (10) (FOR NASCOM, COMMODORE 8050, etc.)	£51.36
EMPTY DISK CASES (FOR 5¼" DISKETTES)	£1.95
DISK HEAD CLEANER KIT	£16.10
TELEVISIONS	
12" T80 B&W PORTABLE	£59.95
CTP3131 14" COLOUR PORTABLE	£229.95
COMPUTER CASSETTE RECORDERS	
..... from	£27.50
ZETA Joystick for ATARI, COMMODORE, VIC-20 & 64, SPECTRUM & ORIC	
..... ONLY	£10.95

TOUCH TABLET, TRACK BALL	£39.99
SOFTWARE	£29.99
DIG DUG	£29.99
LONE RAIDER	£14.99

ORIC-I



ORIC-I 48K Model

CHECK WITH YOUR
LOCAL SPECTRUM
DEALER FOR OUR SUPER
LOW PRICE

SAVE £10.00

ORIC-I 16K £99.95 HALF PRICE OFFER!

Bring a copy of this ad to your local SPECTRUM dealer when you purchase an ORIC-I 48K or 16K and it will entitle you to purchase the following 4 titles of Software in a starter pack.

SOFTWARE

HOBBIT	£14.95
ULTIMATE	£8.50
DEFENCE FORCE	£7.95
RATSPAT	£7.95
HOUSE OF DEATH	£9.99
ORIC MUNCH	£7.95
FLIGHT	£7.95
CHESS	£9.99

CUMANA DISK DRIVES

FOR BBC	
CS100E	£217.35
CS100	£244.95
CS200E	£254.15
CS200	£881.75
FOR DRAGON	
CD5250	£365.95
CD5500	£401.80
CD51000	£503.95
CDD500	£557.60

Everything you've ever wanted for your **ZX SPECTRUM**

Superb ZX add-on's from your local Spectrum dealer

New & exclusive to Spectrum!

INDESCOMP

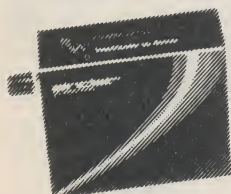
Superb quality add-on's for the ZX SPECTRUM



**INDESCOMP
KEYBOARD**
WITH FULLY
ADJUSTABLE SOUND

£59⁹⁵

**INDESCOMP
SOUND AMPLIFIER**



ONLY £10.95

**INDESCOMP
JOY
STICK
INTER-
FACE**



£14.45

**INDESCOMP
32K
RAM
PACK**



£38.95

**INDESCOMP
DOMESTIC
CONTROL-
LER**



£48.95

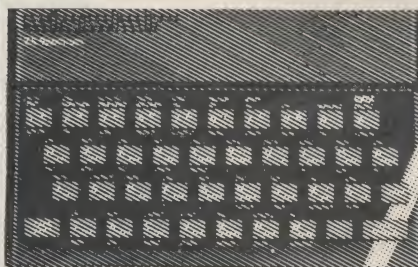
**INDESCOMP RS232 & CENTRONICS
PRINTER INTERFACE £49.95**

**ALPHACOM Thermal Printer for ZX
SPECTRUM - NOW DOWN TO £59.95**

DIGITAL TRACER

From RD Labs
for the ZX
Spectrum

£54.50



**ZX SPECTRUM
16K**

£99.95

**ZX SPECTRUM
48K**

£129.95

Spectrum Computer Centres have no connection whatsoever with the ZX-Spectrum Computer manufactured by Sinclair Research Ltd

VISCOUNT DISK DRIVE

Now from SPECTRUM a Disk Drive for the ZX SPECTRUM. The VISCOUNT 5¼" DISK DRIVE with interface system and complete with all leads.

**ONLY
£240**



**DK TRONICS
Dual Port Joystick Interface**

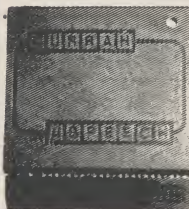
£14.95

**KEMPSTON
Joystick
Interface**
(Joysticks opt. extra)



£15

Joysticks with interface £24.95
Centronics Interface £45.00

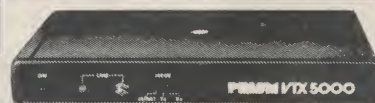


**CURRAH
Speech
Synthesiser
£29.50**

**CHEETAH
32K RAM
Pack
£39.95**



PRISM VTX 5000 MODEM



Now, your ZX SPECTRUM is your key to the world with the incredible PRISM VTX 5000 MODEM

■ Versatile modem for ZX Spectrum (16K or 48K) versions ■ Slim design fits easily, matches your micro ■ Instant access to Prestel™ & Micronet 800 information services ■ Instant communication with other ZX Spectrum users ■ Use the Prism VTX 5000 with a Sinclair printer - and print Prestel frames. Ask your local SPECTRUM dealer for further details - NOW!

NORMAL PRICE £99.95

SAVE £10.00

£89.95

LIMITED OFFER

Sinclair ZX INTERFACE 2
The new ROM Cartridge/Joystick interface. Loads programs instantly! Takes two joysticks! Just plug in and play.

ONLY £19.95

Plus! New ROM cartridge software.

**Turn the page for more super
offers from Spectrum . . .**

Spectrum

January SUPER-DEAL Offer!

SEIKOSHA GP100A MKII

- Printing speed 50 C.P.S.
- Full Graphics capability
- Double width character output under software control
- Centronics type parallel interface
- Paper width is adjustable up to 10 inches



£199.95 Incredible Value for money!

SPECTRUM
LOW
PRICE

Including:
FREE!
2000 Sheets of
T/F Paper

Other Printer Bargains

SEIKOSHA GP100VC	£214.95
SEIKOSHA GP100AS	£214.95
SEIKOSHA GP-250X	£249.95
EPSON FX-80	£495.95
EPSON RX-80	£314.95
EPSON RX-80 F.T.	£366.85
ALPHACOM 42 for VIC-20, Commodore 64, Dragon, Atari, BBC with required interface	£99.90
ALPHACOM 32 for ZX Spectrum	£58.95

	Special Price	Normal Price
82A with RS-232	£199.95	£349.95
82A with Graphics	£299.95	£411.70
Model 92	£450	£495
Model 83A	£499.95	£641.70

The exciting new
QUENDATA
60CPS Printer
£229.00
Bit Print 24 for the BBC
£89.95

SOFTWARE

The Top sellers from leading British Software houses.

Micro Dealer UK

ZX SPECTRUM

Legend "Valhalla"	£14.95
Ultimate "Lunar Jet Man"	£5.50
Ultimate "Atic man"	£5.50
Bug Byte "Manic Miner"	£5.95
Quicksilver "3-D Ant Attack"	£6.95
A&F "Chuckie Egg"	£6.90
CDS "Pool"	£7.50
Crystal "Hall of the Things"	£7.50
Ocean "Kong"	£5.90
Quicksilver "Games Designer"	£14.95
Imagine "Zoom"	£5.50
Incentive "Splatt"	£5.50
New Generation "Corridors of Genon"	£5.95
Quicksilver "Bugaboo"	£6.95
Ultimate "Jet Pac"	£5.50
Artic "Dimension Destructors"	£5.95
Protek "Hunter Killer"	£7.95
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Ocean "Transversion"	£5.50
Ultimate "Tranz Am"	£5.50
Addictive Games "Football Manager"	£6.95
Quicksilver "Aquaplane"	£6.95
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Artic "3-D Combat Zone"	£5.95
Hewson "3-D Space Wars"	£5.95

COMMODORE 64

Llamasoft "Hovver Bover"	£7.50
Llamasoft "Attack of the Mutant Camels"	£7.50

Melbourne House "Hungry Horace 64"	£5.95
Interceptor "Siren City"	£7.00
Games machine "The fabulous Wanda and the secret of life, the Universe and everything"	£7.95
Bubblebus "Exterminator"	£5.99
Quicksilver "Purple Turtles"	£7.95
Ocean "Armageddon 64"	£6.90
Melbourne House "The Hobbit 64"	£14.95
Interceptor "Vautex Raider"	£7.00
Llamasoft "Matrix 64"	£7.50
Anirog "H-expert"	£7.95
Quicksilver "Quintic Warrior"	£7.95

VIC-20

Ultimate "Jet Pac"	£5.50
Llamasoft "Meta Galactic Llamas battle at the edge of time"	£6.00
Imagine "Bewitched"	£5.50
Quicksilver "Skyhawk"	£7.95
Llamasoft "Matrix"	£6.00
Interceptor "Crazy Kong"	£6.00
Imagine "Arcadia"	£5.50

BBC

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Pision "Saloon Sally"	£7.95
DoctorSoft "Flight Simulator"	£7.95
Amcom "Space Highway"	£7.95
Alligator "Bug Blaster"	£7.95

ORIC

Softtek "Dracula's Revenge"	£6.95
UK Software "Zorgon's Revenge"	£8.50
Martech "Harrier Attack"	£6.95

DRAGON 32

Softtek "Ugh!"	£8.95
J Maurice Micros "Maurice Minor"	£7.95

SUNSHINE

Cruising (Dragon 32)	£6.95
Cruising (ZX Spectrum)	£4.95
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Sword Fight (ZX Spectrum)	£5.95

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DRAGON	
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Space War	£8.00
Defence	£8.00
Alcatraz	£8.00
Katerpillar Attack	£8.00
Space Monopoly	£8.00
Mansion Adventure	£8.00

SALAMANDER

Franklin's Tomb (Dragon, BBC, Oric)	£9.95
Lost in Space (Dragon, BBC, Oric)	£9.95
737 Flight Simulator (BBC B)	£9.95
Grid Runner (Dragon)	£7.95
Night Flight (Dragon)	£7.95
Dragon Trek (Dragon)	£9.95
Grand Prix (Dragon)	£7.95
Salamander Graphics System (Dragon)	£9.95
Golf (Dragon)	£7.95
Wizard War (Dragon)	£7.95

MONITORS



PHOENIX Amber (Normally £126.50) **£82.95**
COMMODORE 1701 with sound. **£230.00**
SANYO 14" Colour TV (ideal as a monitor) **£229.95**
SANYO CDD 3125NB Colour Monitor **£285.35**
SANYO 12" Green Monitor **£99.95**

BOOKS

GRANADA PERSONAL COMPUTING TITLES

The ZX Spectrum and how to get the most from it	£5.95
The Spectrum Programmer	£5.95
The Spectrum Book of Games	£5.95
Introducing Spectrum Machine Code	£7.95
The Apple II Programmer's Handbook	£10.95
Programming with Graphics	£5.95
The Dragon & how to make the most of it	£5.95
Computing for the Hobbyist & small Business	£6.95
Simple Interfacing Projects	£6.95
The BBC Micro: An expert guide	£6.95
Commodore 64 Computing	£5.95
The Oric-1 and how to get the most from it	£5.95

The Dragon 32 book of games	£5.95
Computer Languages and their uses	£5.95
Lynx Computing	£6.95
21 Games for the BBC Micro	£5.95
Choosing a Microcomputer	£4.95
Databases for fun & profit	£5.95
Introducing the BBC Micro	£5.95
SUNSHINE	
The Working Spectrum	£5.95
Functional Forth for the BBC	£5.95
The Working Dragon 32	£5.95
Dragon 32 Games Master	£5.95
The Working Commodore 64	£5.95
Commodore 64 Machine Code Master	£6.95
The Working Dragon	£5.95
The Working Spectrum	£5.95
The Working CBM 64	£5.95
Dragon 32 Games Master	£5.95
and many more!	

There's a Spectrum Centre near you ..

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Bristol Brensal Computers Ltd., 24 Park Row Tel: (0272) 294188
Weston-Super-Mare K & K Computers, 32 Alfred Rd Tel: (0934) 419324

BEDFORDSHIRE

Bedford Stanad Ltd., 115 Midland Rd. Tel: (0234) 49341
Dunstable Dormans 7-11 Broad Walk Tel: (0582) 65515
Leighton Buzzard The Computer Centre at Milton Keynes Music, 17 Bridge St. Tel: (0525) 376622
Luton Terry-More, 49 George St. Tel: (0582) 23391/2

BERKSHIRE

Reading David Saunders, 8 Yield Hall Place Tel: (0734) 580719

BUCKINGHAMSHIRE

Blotchley Rams Computer Centre, 117 Queensway Tel: (0908) 647744
Chesham Reed Photography & Computers, 113 High St. Tel: (0494) 783373

CAMBRIDGESHIRE

Cambridge K P Computers Ltd., 19/20 Market St. Tel: (0223) 312240
Peterborough Peterborough Communications, 91 Midland Rd. Tel: (0733) 41007

CHANNEL ISLANDS

Guernsey Gruts, 3-5 The Pollett, St Peter Port Tel: (0481) 24682
Jersey Audio & Computer Centre, 7 Peter St, St Helier. Tel: (0534) 74000

CHESHIRE

Altrincham Mr Micro 28 High St. Tel: (061) 941 6213
Chester Oakleaf Computers Ltd., 100 Boughton Tel: (0244) 310099
Crewe Microman Unit 2, 128 Northwich Rd. Tel: (0270) 216014
Macclesfield Camera & Computer Centre 118 Mill St. Tel: (0625) 27468
Northwich Camera & Computer Centre, 3 Town Square Tel: (0606) 45629
Stockport Wilding Ltd., 1 Little Underbank Tel: (061) 480 3435
Warrington Wildings, 111 Bridge St. Tel: (0925) 38290
Widnes Computer City, 78 Victoria Road. Tel: (051) 420 3333
Wilmslow Swift of Wilmslow, 4-6 St. Annes Parade. Tel: (0625) 526213

CLEVELAND

Middlesborough McKenna & Brown, 206 Linthorpe Rd. Tel: (0642) 222368

CORNWALL

St Austell A B & C Computers, Duchy House, 6 Lower Aylmer Sq. Tel: (0726) 67337

CUMBRIA

Barrow-in-Furness Barrow Computer Centre, 96 Church St. Tel: (0229) 38353
Carlisle The Computer Shop, 56-58 Lowther St. Tel: (0228) 27710
Penrith Penrith Communications, 14 Castlegate. Tel: (0768) 67146
 Open Mon-Fri till 8pm
Whitehaven P D Hendren 15 King St. Tel: (0946) 2063

DERBYSHIRE

Alfreton Gordon Harwood 69-71 High St. Tel: (0773) 832078
Chesterfield The Computer Centre, 14 Stephenson Place Tel: (0246) 208802
Derby C T Electronics, at Camera Thorpe, The Spot Tel: (0332) 360456

DEVON

Exeter Seven Counties (Computers) Ltd., 7 Paris Street. Tel: (0392) 211212
Exmouth Open Channel, 30 The Strand. Tel: (0395) 264408
Plymouth Syntax Ltd., 76 Cornwall St. Tel: (0752) 28705
Tiverton Actron Micro Computers, 37 Bampton St. Tel: (0884) 252854
Torquay Devon Computers, 8 Torhill Rd., Castle Circus. Tel: (0803) 526303

DORSET

Bournemouth Lansdowne Computer Centre 1 Lansdowne Crescent. Tel: (0202) 20165

DURHAM

Darlington McKenna & Brown, 102 Bondgate. Tel: (0325) 459744

ESSEX

Basildon Godfrey's 28-32 East Walk, Tel: (0268) 289379
Basildon Godfrey's Computer Centre, 5 Laindon Main Centre Laindon. Tel: (0268) 416747
Chelmsford Maxton Hayman Ltd., 5 Broomfield Rd. Tel: (0245) 354595
Colchester Colchester Computer Centre, 16 St. Botolphs St. Tel: (0206) 47242
Grays H Reynolds, 79 Orsett Rd. Tel: (0375) 5948
Ilford Woolfmans, 76 Ilford Lane. Tel: (01) 478 1307
Loughton Micro & Movie Channel 309 High Rd. Tel: (01) 508 1216

HAMPSHIRE

Aldershot David Saunders, 51 Station Rd. Tel: (0252) 20130
Andover Andover Audio, 105 High St. Tel: (0264) 58251
Basingstoke Fisher's, 2-3 Market Place. Tel: (0256) 22079
Portsmouth Cygnus Computer Systems Ltd., 261 Commercial Rd., Tel: (0705) 833938
Portsmouth (Waterloo) G B Microland, 7 Queens Parade. Tel: (07014) 59911
Southampton RJ Parker & Son Ltd., 11 West End Rd., Bitterne. Tel: (0703) 445926
Winchester Winchester Camera & Computer Centre, 75 Parchment St. Tel: (0962) 53982

HEREFORD

Hereford Melgray Hi-Tech Ltd., 49 Broad St. Tel: (0432) 275737

HERTFORDSHIRE

Borehamwood Master Micro, 36 Shenley Rd. Tel: (01) 953 6368
Hitchin Camera Arts (Micro Computer Division), 68A Hermitage Rd., Tel: (0462) 59285
Potters Bar The Computer Shop, 197 High St. Tel: (0707) 44417
St Albans (Herts) Clarks Computer Centre, 14-16 Hollywell Hill. Tel: (0727) 52991
Stevenage D J Computers, 11 Town Square. Tel: (0438) 65501
Watford SRS Microsystems Ltd., 94 The Parade, High St. Tel: (0923) 26602
Welwyn Garden City D J Computers, 40 Frertherne Rd., Tel: (07073) 28435/28444

HUMBERSIDE

Beverley Computing World, 10 Swaby's Yard Dyer Lane. Tel: (0482) 881831
Grimsby RC Johnson Ltd., 22 Friargate, Riverhead Centre. Tel: (0472) 42031
Hull The Computer Centre, 26 Anlaby Rd. Tel: (0482) 26297

ISLE OF MAN

Douglas T H Colebourn Ltd., 57-61 Victoria St. Tel: (0624) 3482 (Just Opening)

ISLE OF WIGHT

Cowes Beken & Son, 15 Bath Rd. Tel: (0983) 297181

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Canterbury Kent Micro Systems, Conquest House, 17 Palace St. Tel: (0227) 50200
Dover Kent Photos & Computers, 4 King St. Tel: (0304) 202020
Orpington Ellis Marketing Ltd., 25 Station Sq., Pettis Wood. Tel: (0689) 39476
Rainham Microway Computers Ltd., 39 High St. Medway Towns. Tel: (0634) 376702
Sevenoaks Ernest Fielder Computers, Dorset St. Tel: (0732) 456800
Sittingbourne Computers Plus, 65 High St. Tel: (0795) 25677
Tunbridge Wells Modata Computers Ltd., 28-30 St Johns Rd. Tel: (0892) 41555

LANCASHIRE

Accrington PV Computers, 38A Water St. Tel: (0254) 36521/32611
Blackburn Tempo Computers, 9 Railway Rd. Tel: (0254) 691333
Burnley IMO Computer Centre, 39/43 Standish St BB11 1AP Tel: (0282) 54299
Bury (Lancs) Micro-North, 7 Broad St. Tel: (061) 797 5764
Preston Wilding's, 49 Fishergate. Tel: (0772) 556250

LEICESTERSHIRE

Leicester Youngs, 40/42 Belvoir St. Tel: (0533) 544774
Market Harborough Harborough Home Computers, 7 Church St. Tel: (0858) 63056

LINCOLNSHIRE

Grantham Oakleaf Computers Ltd. 121 Dudley Rd. Tel: (0476) 76994/60000
Lincoln MKD Computers, 24 Newlands, Tel: (0522) 25907

LONDON

E6 Percivals, 85 High St. North, East Ham. Tel: (01) 472 8941
E8 McGowans, 244 Graham Rd., Hackney. Tel: (01) 533 0935
EC1 Sidney Levy, 17-19 Leather Lane. Tel: (01) 242 3456
EC2 Devron Computer Centre, 155 Moorgate Tel: (01) 638 3339/1830
N14 Logic Sales, 19 Broadway, The Bourne, Southgate. Tel: (01) 882 4942
N20 Castlehurst Ltd. 1291 High Rd. Tel: (01) 446 2280
NW4 Da Vinci Computer Store, 112 Brent St., Hendon Tel: (01) 202 2272
SE1 Vic Odden's 6 London Bridge Walk. Tel: (01) 403 1988
SE9 Square-Deal, 373-375 Footscray Rd., New Eltham. Tel: (01) 859 1516
SE11 Gatwick Computers, 328 Kennington Park Rd. Tel: (01) 587 0336
 Adjacent to Oval Tube
SE15 Castlehurst Ltd., 152 Rye Lane, Peckham. Tel: (01) 639 2205
SE25 Ellis Marketing, 79 High St., South Norwood. Tel: (01) 653 4224
SW6 Chelsea Micros Ltd., 14 Jerdan Place. Next to Fulham B/Way. Tel: (01) 385 8494
SW16 Buffer Micro Shop, 310 Streatham High Rd. Tel: (01) 769 2887
SW19 Emcom, 31 High St., Wimbledon. Tel: (01) 947 7678
W1 Computers of Wigmore St., 87 Wigmore St. Tel: (01) 486 0373
W1 GK Photo & Computers, 92-94 Wardour St. Tel: (01) 437 0182
W1 Devron, 4 Edgware Rd. Tel: (01) 724 2373
W1 Sonic Foto & Micro Centre, 256 Tottenham Court Rd. Tel: (01) 580 5826
W1 Computer Plus, 219 Regent St. Tel: (01) 437 1071/4
W7 TK Electronics, 11/13 Boston Rd., Hanwell. Tel: (01) 579 2842
WC2 City Camera Exchange, 115 Kingsway Tel: (01) 405 0446

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Bolton Wilding Ltd., 23 Deansgate. Tel: (0204) 33512
Hyde Pase, 213-215 Market St. Tel: (061) 366 5935
Manchester Lomax Ltd., 8 Exchange St. St. Ann's Square. Tel: (061) 832 6167
Oldham Home & Business Computers Ltd., 54 Yorkshire St. Tel: (061) 6331608
Rochdale Home & Business Computers, 75 Yorkshire St. Tel: (0706) 344654
Swinton Mr Micro Ltd., 69 Partington Lane. Tel: (061) 728 2282
 Late Night Friday
Wigan Wilding Ltd., 11 Mesnes St. Tel: (0942) 44382

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Birkenhead Fairs Cameras & Hi-Fi, Dacre Hill, Rock Ferry. Tel: (051) 645 5000
Heswall Thorngate Computer Systems, 46 Pensby Rd. Tel: (051) 342 7516
Huyton Ian Houghton 5 Huyton Hey Rd. Tel: (051) 489 5785
Liverpool Beaver Road, 20-22 Whitechapel. Tel: (051) 709 9898
Liverpool (Aintree) Hargreaves, 31-37 Warbreck Moor. Tel: (051) 525 1782
Southport Central Computers, 575 Lord St. Tel: (0704) 31881
St Helens Studio 55, 55 Ormskirk St. Tel: (0744) 39496

MIDDLESEX

Edgware Breaker 1-4, 130 High St. Tel: (01) 952 7488/8860
Harrow Camera Arts, (Micro Computer Division) 24 St Annes Rd. Tel: (01) 427 5469

Hayes Chipstop, 1000 Uxbridge Rd. Tel: (01) 573 2511 (Just Opening)
Teddington Andrews, Broad St. Tel: (01) 977 4716
Uxbridge J K L Computers, 7 Windsor St. Tel: (0895) 51815

NORFOLK

Fakenham Fastview, 12 Norwich Rd. Tel: (0328) 51319
Norwich Sound Marketing, 52 St. Benedicts St. Tel: (0603) 667725
Thetford C B & Micros, 21 Guidhall St. Tel: (0842) 61645

NORTHAMPTONSHIRE

Northampton Dormans, 22 Princes Walk Grosvenor Centre. Tel: (0604) 37031

NOTTINGHAMSHIRE

Nottingham Cameo Computer, 8/9/10 Trinity Walk. Tel: (0602) 742912
Nottingham Jacobs Computers, 13 Middlegate Newark. Tel: (0636) 704873 (Just Opening)
Worksop Computergraphix, 132 Bridge St. Tel: (0909) 472248

NORTHERN IRELAND

Belfast Arthur Hobson Ltd., 37 Great Victoria St. Tel: (0232) 246336
Co Armagh Pedlows, 16 Market St., Portadown Craigavon. Tel: (0762) 332265
Londonderry Foyle Computer Systems, 3 Bishop St. Tel: (0504) 268337
Newry Newry Computer Centre, 34 Monaghan St. Tel: (0693) 66545

OXFORDSHIRE

Abingdon Ivor Fields Computers, 21 Sturt St. Tel: (0235) 21207
Banbury Computer Plus, 2 Church Lane. Tel: (0295) 55890
Henley-on-Thames Family Computers Ltd., 40A Bell St. Tel: (0491) 575744
Oxford Ivor Fields, 7 St Ebbs St. Tel: (0235) 21207

SCOTLAND

Aberdeen North East Computers, 1-3 Ellis St., Peterhead. Tel: (0779) 79900
Ayr Vennals, 6A New Bridge St. Tel: (0292) 264124
Dumfries Vennals, 71 English St. Tel: (0387) 54547
Edinburgh The Silicon Centre, 6-7 Antigua St. Tel: (031) 557 4546
Glasgow Victor Morris Ltd., 340 Argyle St. Tel: (041) 221 8598
Hamilton Tom Dickson Computers, 8-12 Cadzow St. Tel: (0698) 283193
Kilmarnock Vennals, 49 Foregate. Tel: (0563) 32175
Kirkcaldy Kirkaldy Photographic Services, 254E High St., Fife. Tel: (0592) 204734
Stirling R Kilpatrick, 58 Port St. Tel: (0786) 5532

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Shrewsbury Computerama, 13 Castlegate. Tel: TBA
Telford Computer Village, 4 Hazeldine House Telford Town Centre. Tel: (0952) 504666

SOMERSET

Taunton Grays, 1 St James St. Tel: (0823) 72986

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Stafford Computerama, 59 Forgate St. Tel: (0785) 41899
Stoke-on-Trent Computerama, 11 Market Square Arcade Hanley. Tel: (0782) 268620

SUFFOLK

Bury St Edmunds Bury Computer Centre, 11 Guildhall St. Tel: (0284) 705772
Felixstowe KM Communications Ltd., 4 Manning Rd. Tel: (0394) 271113/273459
Ipswich Brainwave, 24 Crown St. Tel: (0473) 50965
Lowestoft John Wells, 44 London Rd North. Tel: (0502) 3742

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Camberley Camera Arts (Micro Computer Division), 36 High St. Tel: (0276) 65848
Chertsey Chertsey Computer Centre, 1 Windsor St. Tel: (09328) 64663
Croydon Classic Cameras 16 St. Georges Walk. Tel: (01) 686 2012
Frimley Micro & Telex Services Ltd., 105 Mytchett Rd. Tel: (0252) 513282/513215
Haslemere Haslemere Computers, 25 Junction Pl. (Adj. Rex Cinema) Tel: (0428) 54428
New Malden Surrey Micro Systems, 31 High St. Tel: (01) 942 0478
Richmond Crest Computer Services, 8 Hill St. Tel: (01) 940 8635
Wallington Surrey Micro Systems Ltd., 53 Woodcote Rd. Tel: (01) 647 5636
Woking Harpers, 71-73 Commercial Way Tel: (04862) 25657

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Bexhill-on-Sea Computerware, 22 St Leonards Rd. Tel: (0424) 223340
Crawley Gatwick Computer Services, 62 Boulevard. Tel: (0293) 37842
Littlehampton Allan Chase Ltd., 39 High St. Tel: (09064) 5674/4545

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Newcastle-on-Tyne Newcastle Camera & Computer Mart, 16 Northumberland Court Tel: (0632) 327461

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Aberystwyth AberData at Galloways, 23 Pier St. Tel: (0970) 615522
Cardiff Randall Cox, 18-22 High St Arcade Tel: (0222) 31960
Llandudno (Gwynedd) Computer Plus Discount, 15 Clomel St. Tel: (0492) 79943
Newport (Gwent) Randall Cox, 118 Commercial St. Tel: (0633) 67378
Pembroke Randall Cox, 19 Main St. Tel: (064) 682876
Port Talbot Micro Gen, 6 Royal Buildings Talbot Rd. Tel: (0639) 887730
Wrexham T E Roberts, 26 King St. Tel: (0978) 364404/364527

WARWICKSHIRE

Leamington Spa IC Computers, 43 Russell St. Tel: (0926) 36244
Rugby The Rugby Micro Centre, 9-11 Regent St. Tel: (0788) 70522

WEST MIDLANDS

Birmingham Sherwoods, Gt Western Arcade. Tel: (021) 236 7211
Coventry Greens, 22 Market Way Tel: (0203) 28342
Dudley Central Computers, 35 Church Hill Precinct. Tel: (0384) 238169
Edington The Gamekeeper Grand Fare, 12 Queen St. Tel: (021) 384 6108
West Bromwich Bell & Jones, 39 Queens Square. Tel: (021) 553 0820

WILTSHIRE

Salisbury Whymark Computer Centre, 20 Milford St. Tel: (0722) 26688

WORCESTER

Kidderminster Central Computers, 20-21 Blackwell St. Tel: T.B.A.
Worcester David Waring Ltd., 1 Marmion House High St. Tel: (0905) 27551

YORKSHIRE

Bradford Erricks, Fotosonic House Rawson Square. Tel: (0274) 309266
Dewsbury Home & Business Computers, 59 Daisy Hill. Tel: (0924) 455300
Doncaster The Soft Centre 8 Queensgate Waterdale Centre Tel: (0302) 20088
Huddersfield Richards (Formerly Lauries) 12 Queen St. Tel: (0484) 25334
Leeds Bass & Bligh, 4 Lower Briggate. Tel: (0532) 454451
Sheffield Superior Systems Ltd., 178 West St. Tel: (0742) 755005
York York Computer Centre 7 Stonegate Arcade. Tel: (0904) 641862

PHOENIX

SOFTWARE

A phoenix with vibrant yellow and orange feathers is shown rising from a sea of flames. In the foreground, several software products are displayed:

- A Twin Cassette Pack for £9.99**
 - VIC 20
 - COMMODORE 64
 - SPECTRUM
 - DRAGON 32
- COMPLETE THE... ACTION** (cassette tape)
- SOLVE THE... ADVENTURE** (cassette tape)
- WILD** (game box)
- Sorcerer's Apprentice** (game box)

PHOENIX, NOW THERE ISN'T A CHOICE...

Phoenix Software: Spangles House, 116 Marsh Rd. Pinner, Middlesex 01 868 3353

You can all stop holding your breath now! The moment you've all been waiting for has arrived. Yes, we're ready to announce the winners of our *Computer and Video Games* 1983 Golden Joystick Awards.

These are the awards that we hope will become a symbol of excellence in the software industry — a measure of a good software company and good products.

We know that many software houses work hard producing top quality software and provide good after sales service to their customers.

This is what *Computer and Video Games* hopes to reward by asking you, our readers, to vote for your top game and favourite software house — among other categories!

Since we first announced our Golden Joystick Awards several other award schemes have sprung up — but accept no substitutes, C&VG's joysticks truly reflect popular support for a game or software house because YOU have chosen the winners.

Throughout the year the C&VG office has been flooded with nominations for our various Golden Joystick Awards. A large variety of personal tastes and personal preferences came to light as we analysed the results — proving that one person's favourite game was another person's bowl of cold porridge!

Literally hundreds of games for all the popular micros were nominated. But despite the number of home computers on the market — and the amount of software around — all our award winners were clearly head and shoulders above their competitors.

All the Golden Joystick Awards were presented at a special dinner held in London. Representatives from all the top software houses were there to see Radio One DJ and computer-buff Dave Lee Travis present the Golden

Sticks. We'll have a full report on the celebrations and the names of the winners in the next issue of *Computer and Video Games*.

Don't forget — if you missed your chance to vote in 1983 why not get in first for our 1984 Golden Joystick Awards? Make sure you have a say in the awards next year by filling in the coupon we'll print in our next issue.

We're also keeping the names of our winners secret until next month too — but all will be revealed in our March issue. Unless you are one of the lucky people with an invitation to our grand awards dinner that is.

Remember we are also taking this opportunity to launch our search for the software stars of 1984. Competition is bound to be even tougher this year with more and more great games on the market for the new generation of home computers — so we hope you'll help us make sure that the right people get our awards.

We pride ourselves on being the top reader friendly magazine — so that's why we let YOU, our readers, select the winners. And this is why we feel that the C&VG Golden Joystick Awards are the only true reflection of what's best in the British software industry. Simply because YOU, the games player, choose the winners! And who can know better what makes a good game?

Meanwhile, thanks for joining in the voting for our 1983 awards — and if you think we've missed out a category for 1984 why don't you drop us a line — we're always open to suggestions!

There are a few surprises in the award line-up — but we're keeping up the mystery until next issue! So don't forget to rush out and get your copy of C&VG on February 16th.



ORIC Software

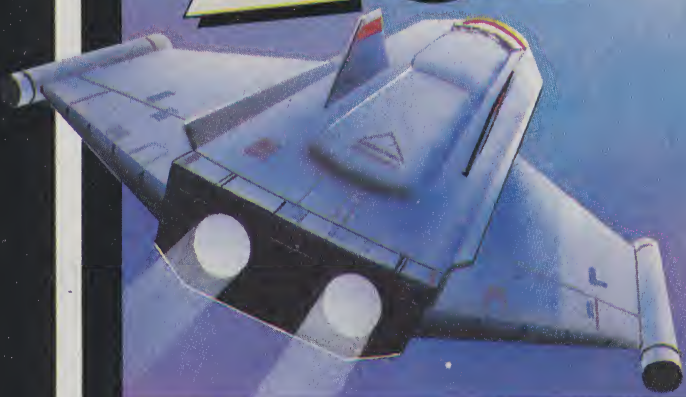
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At last, this best selling adventure is available for the Oric based on J. R. R. Tolkien's book 'The Hobbit' (included) a complete text and graphics adventure. Requires 48k Oric.

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Our software is available from all Oric dealers and most good software suppliers. In case of difficulty please contact us on Teversham (02205) 2261 or write to us at:

TANSOFT

Unit 1 & 2, Techno Park, Newmarket Road, Cambridge

TERRAHAWKS WINNERS!

Flaming Thunderbolts! When we announced our Terrahawks contest we never realised we'd start an invasion of letters and postcards which almost swamped the *C&VG* offices!

We had to call in Tiger Ninestien, Kate Kestrel, Zero and the rest of the Terrahawks team to help us get through the mounds of mail.

They managed to come up with two winners out of the pile and very soon Miss C. V. Gibson of Lancashire and Donald Glose from London will be the lucky owners of a Philips G7000 video games centre complete with Terrahawks cartridge! Your prizes are on their way.

POT THE BLACK

No sooner had we cleared the giant pile of Terrahawks mail another huge flood of competition entries swamped the office — this time it was Pot the Black which caused all the excitement!

We asked you to help Freddy Frinkle, the man with the Golden Cue, clinch the world snooker championship by solving an a-maze-ing snooker puzzle.

And hundreds of you took us at our word. After we called in a JCB earth-mover to help us get through the mail, we finally managed to pick our 25 winners of Snooker games tapes, autographed by Snooker star Steve Davis and produced by new software house Visions.

We asked you to solve a maze and also if there could ever be a "break" of 162 in a game of snooker. And the answer is yes.

Here's how it works. Your opponent gives you a 159 start. You break off with a foul shot which gives your opponent four points, but leaves him snookered. He nominates a colour for red, pots that for 1 and black for 7 then scores 147 — the normal maximum break in snooker. He then wins the toss, pots the re-spotted black making a total "break" of 162. Simple when you know how!

SPECTRUM

John Chalmers, Birmingham. D. J. Hawkes, Wednesbury, W. Midlands. Justin Williams, Bowdon, Cheshire. Richard Burdon, Litchfield, Staffs. David Booth, Sheffield.

BBC B

John Abbott, Cookridge, Leeds. B. Johns, Southampton. J. Walker, Ramsgate, K. Wolstenholme, Manchester. Simon Campbell, Harrow.

COMMODORE 64

R. Lakhani, Tooting, London. Craig Pope, Hinckley, Leics. T. A. Scott, Cheltenham, Glos. Andrew Forrest, Hyndburn, Lancs. D. M. Allan, Otford, Kent.

ELECTRON

Andrew Shaw, Halifax, W. Yorks. Adam Ruddle, Bretton, Peterborough. Thomas Frawley, Coventry, W. Midlands. H. Borrowghs, Wokingham, Berks. Philip Parrick, Greenock, Scotland.

VIC 20

Simon Carter, Rugby, Warks. Scott Walsh, Batley, W. Yorks. R. A. J. Jabber, Wirral, Cheshire. J. M. Seddon, Bolton. Nicholas Sharp, Penrith, Cumbria.

LEGGIT FOR MORE LEGGITS!

What's happened to all you eager Atari owners in the Portsmouth and Southampton areas?

We've still got some free Leggit tapes to give away, courtesy of Imagine Software and, to give everyone a fair chance — we've decided to go nation-

wide and offer the tapes to all of you!

So, calling all owners of the Atari 400/800 and 600XL, fill in the coupon below and rush it back to us — it's first come, first served — and the first ones into the *C&VG* office will be the lucky winners.

Send in your coupon, marked Leggit, to *Computer & Video Games*, 8 Herbal Hill, London, EC1R 5EJ.

Would the winners of the Atari/Dixons competition, featured in the June issue of *C&VG*, please get in touch with Clare Edgeley on 01-278 6556?

There are five winners in Trevor Truran's Ostentatious Pyrotechnics competition featured in the November issue of *C&VG*. All five winners have been announced in the January 84 issue — would they please get in touch with Clare on the same telephone number?

Name

Address

HANDS ACROSS THE WATER...

You've probably noticed from our Mailbag pages that *Computer and Video Games* refreshes the parts of the world that other computer magazines just can't reach. And recently a few of our overseas readers have been asking for a competition which runs for a bit longer than just a month to give them a chance to enter.

Many of our overseas readers don't get their issue of *C&VG* until well after the rest of you — simply because of the vast distances involved. So we've decided to run a competition just for them.

OK overseas *C&VG* fans here's what we want you to do. Send us a good games program — that's all. We know there must be some great games writers lurking in the far flung corners of the world — and we want to find you! Make the game as original as possible — that's our usual plea to programmers — but we're always interested in a top quality conversion of an arcade favourite or computer game.

We've got three Sinclair Spectrum computers up for grabs, plus some software from *C&VG*'s vaults thrown in, for the top three programs selected by our team of reviewers. Runners-up will receive *Computer and Video Games* Year Books and The Champ t-shirts.

The winning programs will be published in *C&VG* and you could find yourself receiving an extra £25 if we vote your program a Game of the Month. All the programs we receive will be considered for publication. The closing date for the competition is July 16th 1984 — so you've got plenty of time to think about a program and get your entry off to us. Please fill in the coupon below and send it to *Computer and Video Games*, Overseas Readers Competition, Durrant House, Herbal Hill, London EC1R 5EJ.

Remember, this contest is only open to *C&VG* readers who live in Europe, Australia, New Zealand, Hong Kong — anywhere outside the British Isles!

OVERSEAS READERS COMPETITION

Name

Address

Name of program Machine it runs on

Any add-ons, extended basic, expanders etc?

Any other information

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01-642 2534

EALING
114 Gunnersbury Ave
Ealing,
London W5 4HB.
01-992 5855

RICKMANSWORTH
Greystone Works
The Green, Croxley Green,
Rickmansworth,
Herts WD3 3AJ.
(0923) 779250

MILTON KEYNES
Unit 1, Heathfield,
Stacey Rushes,
Milton Keynes MK12 6HP.
(0908) 317832

LUTON
1 Manor Road,
Caddington,
Luton Beds LU1 4EE.
(0582) 458575

Brrr! Deep in the confines of the frosty blue maze Pengy is pushing his way out of trouble. Pengy's frozen wasteland is a random maze constructed of blue ice blocks raided by the dreaded Sno-bees. The sno-bee's sting is deadly, but Pengy can retaliate by squashing them with the ice blocks that he pushes around. Pengy is based on one of this year's arcade successes, and this version captures all the action and addiction of the original. Packed full of features, super smooth graphics, flashing and bonus blocks, double score bonuses, dizzy bees, and hours of entertainment!

ANY SPECTRUM.

NEW
PENGY



TUTANKHAMUN

48K SPECTRUM ONLY—The treasures of TUTANKHAMUN are awesome—but so are the creatures that guard them. Explore the pharaoh's tomb which is a very large series of scrolling mazes separated by locked doors. You have a limited time to unlock the doors with the keys, and escape with the treasure. Luckily you are armed with lazars and smart bombs as you will have to face a horde of guardian cobras, spiders, skulls, monsters and mummies. TUTANKHAMUN is what you'd expect from Micromania—fast, furious arcade action-packed full of arcade features: 100% machine code, fast, smooth, hires arcade action; tomb is over 40 "screens" long, opening doors, keys, treasures, maps, level selection, sound effects and tunes.



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The fastest, meanest robot shoot-out game ever. Based on the arcade game that made Defender look tame, CYBOTRON is impossible to beat—only speed and skill can save you from the chaotic robots. Packed full of features: Four types of robots, bombs, multi-directional plasma lazars, up to 50 robots on screen. 100% machine code, a game that will test your reactions to the limit. ANY SPECTRUM.

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MICROMANIA

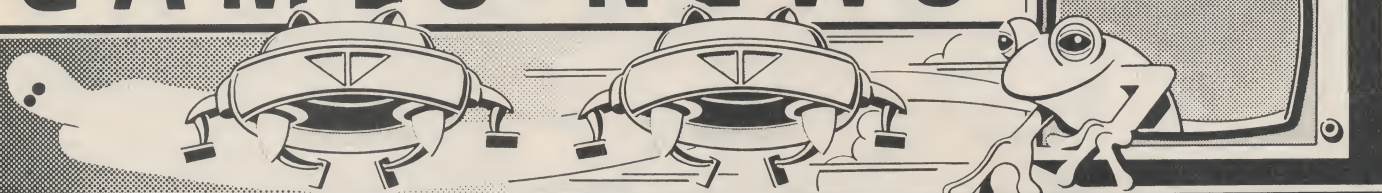
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GHOST'S REVENGE



ANY SPECTRUM. Full arcade features; realistic gobbling, four coloured ghosts, dot and power pods, very intelligent chasing/running ghosts, eat blue ghosts for bonuses, tunnel, normal or INVISIBLE maze, 10 different selectable levels. 100% machine code action, excellent fast graphics, sound effects and tunes.

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Tired of fighting Orcs or exploring futuristic alien cities. Do you yearn for some 20th century adventure?

Urban Upstart is an adventure set in a present day inner city area called Scarthorpe. "A town so tough that even the dogs carry flick knives. The sort of town where rebuilding means a coat of paint and where people queue up to queue up for a job." Or so says the advertising blurb at any rate.

You play the part of a street-wise kid who's trying to escape the horrors of violence and deprivation in Scarthorpe, but escaping from the town is no easy task. Crazy muggers and corrupt policemen lurk around every street corner. Every location has a graphic display of the scene, ranging from a hospital to a building site.

If the secret police get too much, you can always save a game on tape and put your baseball bat down and have a rest.

The game runs on a 48K Spectrum and is available from Richard Shepherd Software at an asking price of £6.50.

GOOD NEWS FOR NEW WILLY FANS!

MINER WILLY

Miner Willy, the hero of Bug Byte's top selling Manic Miner, is shortly to be starring in a version of the game for the 64.

The game has been taken over by a new company set up by Matthew Smith — the author of the Spectrum version. His Software Projects company will now be marketing the game.

When the 64 version goes on sale, Software Projects will be

announcing details of a competition, with a super prize for the first person to complete all the levels of the game.

Conversions from Spectrum to 64 are proving to be some of the most successful — and Software Projects are confident that the Commodore version of Miner Willy's adventures retains all the features of the Spectrum version.

Further good news for Willy fans is that the latest word coming out of Liverpool is that Manic Miner Part II is well into production.



SCOPE FOR ARCADE ACTION

SCOPE 64

If you like the sound of writing fast arcade games without the slightest knowledge of machine code, then read on.

Scope is a new, simple graphics programming language available for the Commodore 64. The game, its makers claim, is designed for writing fast arcade-style games without headaches.

SCOPE stands for Simple Compilation of Plain English, which gives a clue to why the programs run so fast. The program is in fact a very sophisticated com-

piler. The beauty of Scope is that it allows you to enter your game ideas in plain English words which it then miraculously compiles into machine code instructions.

The makers of the game stress that Scope was specifically designed as a graphics language to create games comparable with professionally produced software! Even the youngest of children can use it with ease.

Scope is produced by Interactive Software for the Commodore 64 and should retail at around £14.95.

BASIL AND THE BUBBLE MONSTERS

BUBBLE TROUBLE

Bubble Trouble will have you foaming at the mouth as you battle against mutant bath bubbles in a new game for the ZX Spectrum.

The game puts you in the striped shirt of Basil the Burglar, a small time crook who's taking his chances against the infamous bubble monsters guarding an ancient, treasure-filled tomb.

Basil has over fifty labyrinths to choose from, but he can only

wander round a maze for one minute picking up valuable crowns, jewel-encrusted swords and precious stones before he has to leave the maze.

Time isn't the only thing against Burglar Basil — bouncing bubble monsters attack Basil from all sides. You must help Basil to avoid being drowned in the suds and collect as much of the tomb's treasure as you can.

The game has three different levels of difficulties, fifty different mazes, fine scrolling graphics and sound effects and is available from Arcade Software for the ZX Spectrum 48k for £5.50.

SINISTER PRECIOUS STONES

DOOMSDAY CASTLE

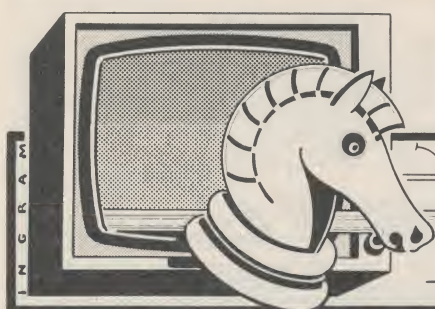
Saving the universe is never easy, especially when your adversaries include the phenomenally nasty Googly Bird. The Googly Bird is one of the many galactic ghouls you'll meet in Doomsday Castle, a new real time graphical adventure game for the ZX Spectrum.

The hero of the game is Ziggy — remember him from Fantasy's other smash hit game, the Pyramid?

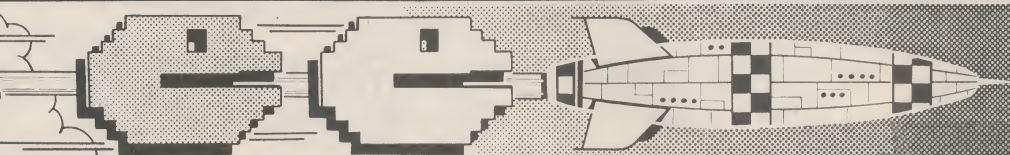
Doomsday Castle is set in a universe ruled by Scarthax, the most evil being in the galaxy's history. Scarthax has searched the universe and collected the six ancient stones of life force. Now that he has brought them together under his control, he wields a power for evil far greater than the most horrifying nightmare could imagine.

The stones' awesome power is sending waves of corruption to every corner of the cosmos. Your task is to guide Ziggy through the Doomsday castle, attempt to wrest the stones away from Scarthax, and turn their power against their former master.

Doomsday Castle runs on a 48K Spectrum and is available from Fantasy Software costing £6.50.



G·A·M·E·S N·E·W·S



DUNGEONS IN DANGER ON ORIC?

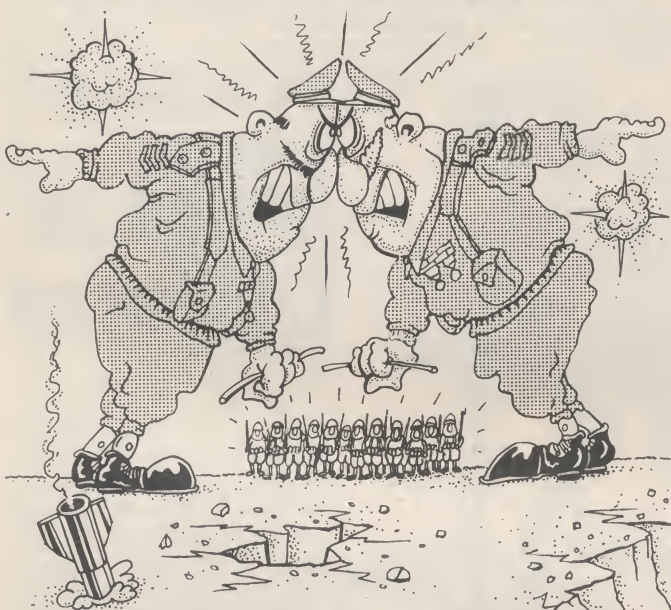
RUNELORD

Hardened D&D addicts may look down their noses at 'upstart' computer adventure games. But a new game, Runelord, may

tape and then loaded into the game. This way a whole library of different roles can be made.

Runelord, like its board game namesake, is set in Celtic Britain. From here on, the usual Dungeons and Dragons' tactics of murder, arson and the odd bit of pillage take over. It sounds like good clean fun to us!

Runelord is available from Modular Concept Peripherals for the Oric 1 and costs £7.50.



shake their faith in D&D's supposed superiority.

Runelord is based on the role-playing fantasy game of the same name and it differs from most computer adventures in allowing you to develop certain characteristics of your chosen role. As in Dungeons and Dragons, each character has different quotas of wisdom, strength and dexterity. Runelord lets you create these for yourself, each one having its own particular strengths and weaknesses, good points and bad points. Furthermore, the game doesn't just consider aspects of the player's personality, but also how much equipment and experience each one has acquired during their 'lifetime'.

Once a role has been created — a warrior or magic user for instance — it can be saved on

HERE IS THE WEATHER FORECAST

KRIEGSPIEL

Weather forecasting becomes a vital part of military tactics for the commanders of tank warfare game Kriegspiel. An autumn offensive can suddenly grind to a halt as the landscape disappears below a blanket of snow or floods make waterways impassable.

Kriegspiel was first written by Ron Potkin on the Tandy TRS-80 in the late 70s and this early version even appeared in *Computer & Video Games*. Now Ron has utilised machine code and the Dragon's colours to bring

new life to the game.

The action takes place over four screens of map with two opposing armies of heavy tank divisions, light tank divisions and mine laying infantry, battling for supremacy over a landscape of mountains, rivers, forest and fields.

It's a game for two players or one player against the computer and can provide a simple 30 minute onslaught as both sides rush to take the opposing capital, or it can be as tactical as chess.

The landscape offers different advantages to infantry and tanks and a good commander can use the lie of the land to boost his attacks.

Kriegspiel, available from Beyond Software, costs £6.95 for the Dragon 32 and can be played by keyboard or joystick.

FIRST OF FELIX IN THE FACTORY

FELIX

All those who received an Electron for Christmas won't be frustrated by a lack of games software in the New Year.

Most home computers in the past have been plagued with a 'dead area' for a few months after their launch, before the independent software houses got their acts together and started producing games in bulk.

But it looks like Electron owners, problems won't be finding software for their computer, but choosing between the games that are about to flood the market.

Two companies who are leading the way in Electron software are Acornsoft, the software division of Acorn computers, and Program Power, a company that specialises in BBC software.

Program Power have released a range of ten games for the Electron including conversions of some of their most successful BBC games like the best selling Killer Gorilla.

The company haven't stuck to just converting old games but have some original titles up their sleeves.

Felix in the Factory is the first in a series of Felix adventures that Program Power are planning. The game places you in the position of the industrious Felix who is in charge of a run down factory for the weekend.

The rusty old generator in the basement of the factory keeps running out of fuel and you have to help Felix refill it with fuel before the entire factory grinds to a halt and production stops.

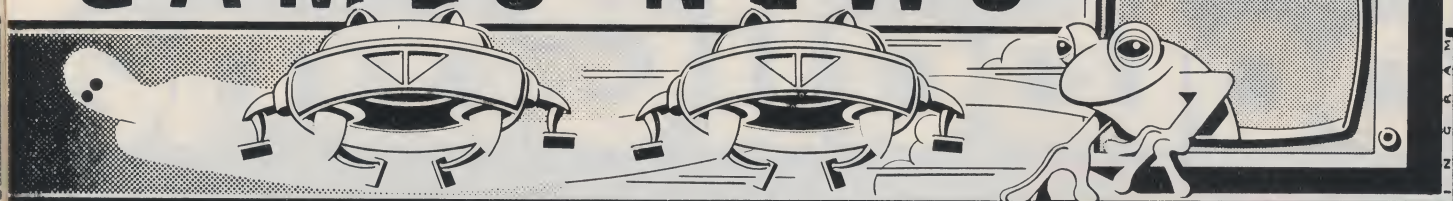
Felix must negotiate the rickety old ladders and conveyor belts to reach the generator, but his progress is slowed by gremlins who inhabit the building when the workers have gone home.

Felix's only hope of getting past them is to find a pitchfork and knock the nasty gremlins off the gangway and stop them putting a spanner in the works.

Another hazard is the giant rat that scurries across the packages in the factory's corners. The only way to get rid of the rabid rodent is to jump up and grab the bag of poison hanging from the ceiling. Felix in the Factory is available from Leeds-based Program Power for the new Electron and is priced £7.95.



G·A·M·E·S N·E·W·S



QUASI WILL GIVE YOU THE HUMP!

HUNCHBACK

It's a few centuries since the legendary Quasimodo first attempted to save the fair Esmaralda, and carry her off to the sanctuary of the Notre Dame's famous castle tower.

But the hunchback has swung right back into the thick of the action. Notre Dame's booming chimes will ring out again as the world's best known bell ringer hits your TV screen in the unlikely guise of a video game hero.

Quasimodo's task is the same as ever, to save the beautiful Esmaralda from the clutches of the evil Archbishop and his cronies.

You must help the unfortunate cripple jump flaming barrels, swing across murky pits and avoid loyal knights ready to thrust a lance into Quasi's hunched shoulders.

The game is played against a scrolling background of the cathedral. Each level consists of 15 screenfuls of high speed action and is piled with more and more difficult obstacles for Quasimodo to overcome before he reaches his true love.

Hunchback is a direct copy of

the original arcade game of the same name and has been produced with full co-operation of the game's original manufacturers Century Electronics. It's the only official version available on any home computer.

Hunchback is available for the Sinclair Spectrum, Dragon 32, Commodore 64 and Oric computers in late December from the Manchester company, Ocean Software for £6.90.

favourite hobby is a spot of hot air ballooning. He has decided to go on a marathon flight to test out the brand new balloon he has just acquired

Like all great heroes Nathan Wigglesworth would never think of embarking on a trip of a lifetime without the help of a life long pal T. C. Barton.



WHEN THE BALLOON GOES UP . . .

CRAZY BALLOON

Around the world in 64k? Crazy Balloon certainly seems to make it possible on the Commodore 64.

Crazy Balloon takes you back to the age of romantic adventure where the sky's your limit and the far off horizon is your destination.

The game places you in the shoes of Nathan Wigglesworth, an eccentric explorer whose

Like Nathan, T.C. enjoys a great adventure and is quickly ready to take off with his old pal.

As Nathan and T.C. start their sojourn, the weather report is good but many obstacles lie in the way of the chums' expedition. You must help them manoeuvre the balloon over churches and skyscrapers.

Twenty-six dangerous flight levels have to be completed before the two can claim the title of the World's Greatest Aeronauts.

Crazy Balloon is available for the Commodore 64 and is joystick compatible. The game is produced by the newly formed company Software Projects and costs £7.95.

JOIN THE CLUB AND WIN A BADGE

RIVER RAID

America's top independent video game manufacturer, Activision, have just released versions of two of their most successful games for the Atari 400/800.

River Raid is a super fast, all action, scrolling shoot-'em-up. You are flying a mission up river to destroy all enemy shipping and bridges in hostile terrain.

Activision will reward anyone who can score a million points with a River Raiders Club badge.

Also converted for the Atari home computers is the hit VCS game Kaboom. This challenges you to catch all the bombs being hurled by the mad bomber before they hit the ground and explode.

The games are in the shops now at £29.95.

MERCENARY SAVES THE GALAXY!

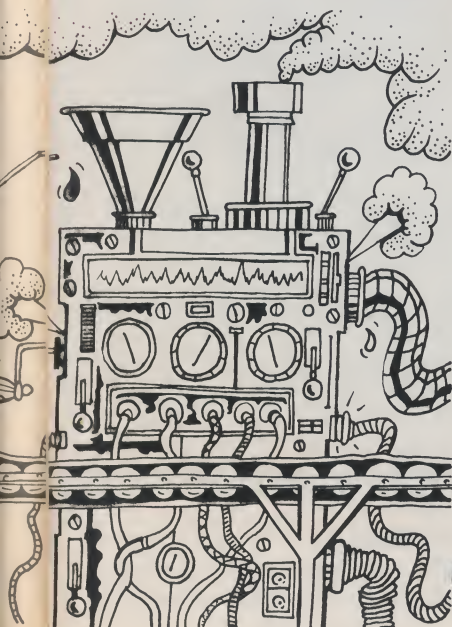
NEOCLYPS

The galaxy is facing the most dire crisis in its history. Neoclyps, a remote planet and a member of the Colonial Federation has been invaded. As the universe's foremost galactic mercenary, you must liberate the inhabitants of Neoclyps from the alien dictators.

The invaders have set up a defence system of radar towers to detect any ships entering the planet's atmosphere. Your ship has been designed to withstand 12 collisions with the towers or with aggressive alien guards.

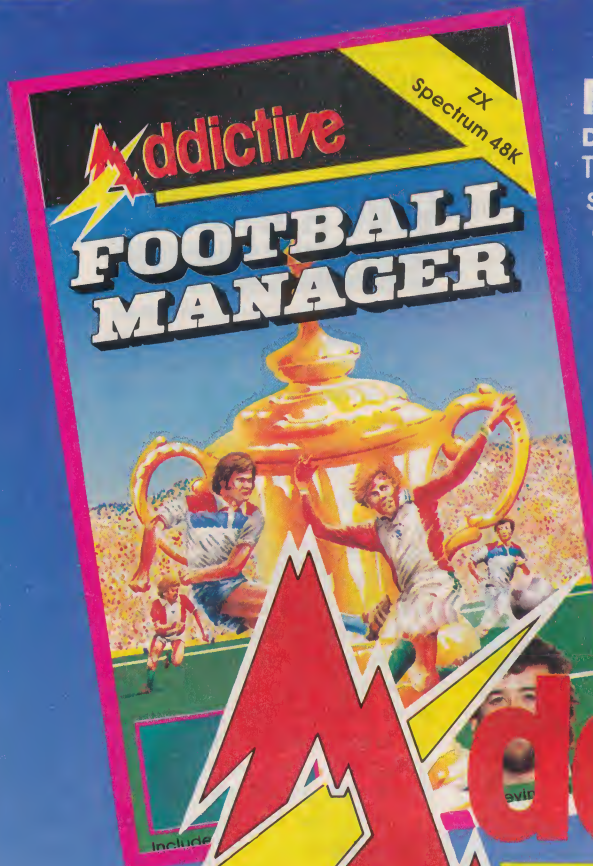
The game is written in a 100% machine code and includes a joystick option.

Neoclyps is available from Coventry-based PSS for the Commodore 64 and costs £7.95.



The No.1 Football Game*

ZX81 16K,
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Designed by Kevin Toms

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Kevin Toms

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- ★ F.A. Cup matches
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- ★ Full league tables
- ★ Four Divisions
- ★ Pick your own team for each match

- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

Addictive

*ZX81 Chart,
Home Computing Weekly 16.8.83

Comments about the game from press
and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The

originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... (Personal Computer Games – Summer 1983)

"It's my own fault you *did* warn me – I am totally and completely hooked on FOOTBALL MANAGER." (Mr. A. Wright – Lancashire.)

"It is by far the best software game that I have seen for the Spectrum." (Mr. N. Lincoln – Surrey.)

"I congratulate you for a marvellous game which keeps the player enthralled." (Mr. N. Creasey – Gerrard's Cross.)

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"Your FOOTBALL MANAGER game is terrific." (Mr. N. Cumming – West Bromwich.)

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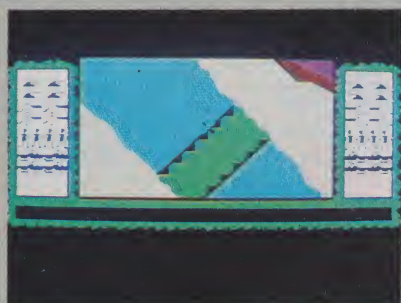
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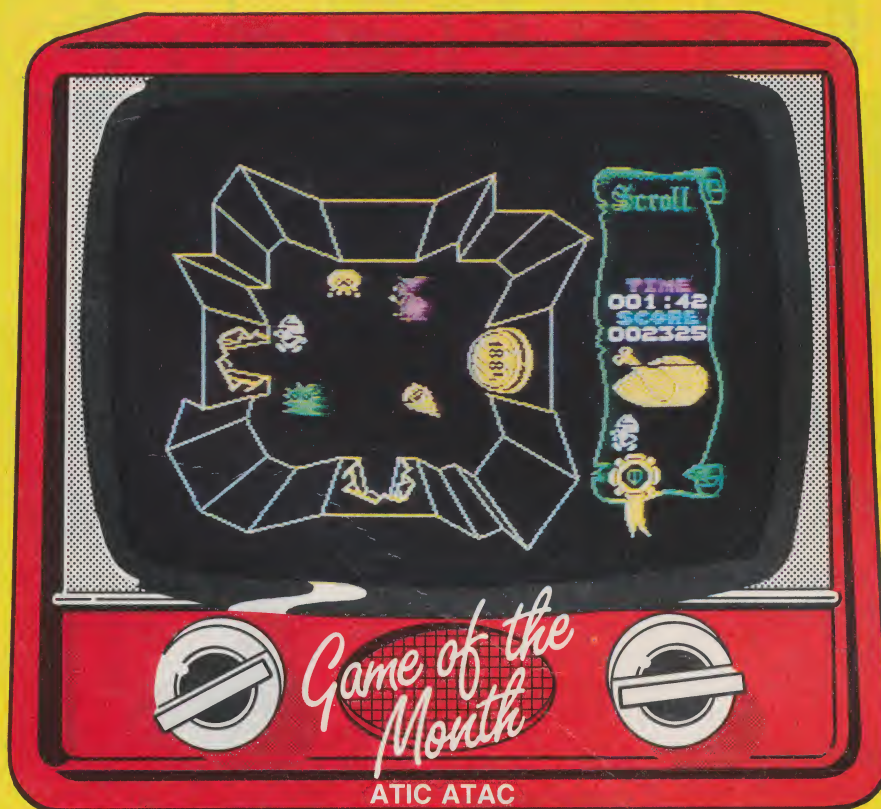
STONKERS



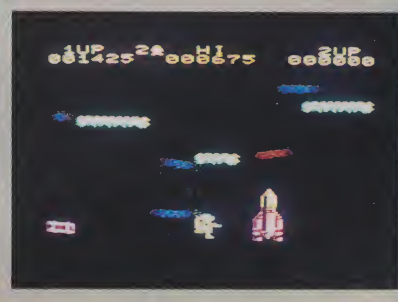
SHAMUS



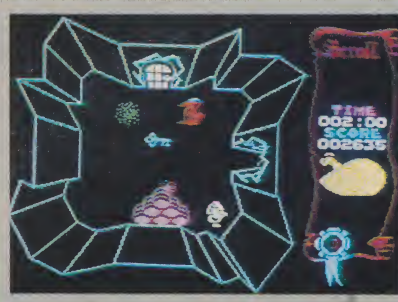
S.S. ACHILLES



ATIC ATAC



JET PAC



ATIC ATAC

Our *Game of the Month* this issue is Atic Atac the latest game from Ultimate, which is rapidly gaining cult status among games players everywhere. Read our view of this interesting adventure style challenge on page 31. Another of Ultimate's best games was Jet Pac — find out if that winning formula has survived the transfer from Spectrum to Vic-20 on page 29. Do you like war games or strategy games? Then turn to page 32 where you'll

find our review of Stonkers, a tank game with a difference. We also look at the latest offering from new software company, Beyond. It's a maze style adventure for the Atari with some stunning opening graphics. But what about the game? Find out on page 31. Commodore 64 owners can check out Shamus — the game with the private eye theme — on page 32. And that's just for openers! Turn the page for a few more surprises.



The PARATROOPERS have landed

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...Terry Grant, Rabbit software director

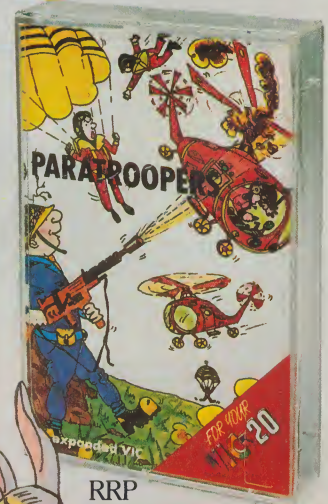
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...Terry's mum

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IMPRESSIVE ALL ACTION ADVENTURE

FOUR GATES

If you're after a good game for that Vic you got for Christmas then this is certainly worth a look.

Four Gates to Freedom is another in the Action/Adventure series from Phoenix software. The game comes on two separate cassettes with an arcade-type action game on one and an adventure on the other.

The catch is that you need a password to load the adventure, and you can only get this by reaching the highest level on the action game!

The action part of Four Gates is impressive. There is a wall at the top of the screen which is built in five-bar gate fashion. Above that is another wall, and beyond that are the four gates to freedom.

The idea is to break through both walls in Breakout style, avoiding aliens and also the falling debris from the wall.

Between the two walls lurks an extra meany, so the game gets harder after you've created a gap in the first barrier, as he escapes through the hole. He cannot be destroyed with your cannon.

The action in the game is very fast. If your trigger finger can handle it, you can fire quite a few times a second.

The graphics are not superb, but are adequate for the game.

Overall, it's great and very fast. But it may take some time, not to mention eye strain, to reach the highest level and get the password for the adventure.

Once you have the password — no I didn't finish the action but I've got friends at Phoenix — you can load the adventure.

When it has loaded and the password has been entered, the title screen welcomes you and challenges you to 'solve' the adventure! You'd think that they could check the spelling.

You start off outside a metal gate and your only exit is South. Problem is that you need a password to get through the exit, which I hadn't been given.

Not only do you get the loading code from the action game, you also get quite a few clues flashed on the screen during play. One of these, I assume, is the password to get through the gate.



If you'd like to try this for yourself, you'll need a Vic with a 16k Ram pack. Phoenix Software is based in Pinner — you'll pay £9.95 for the twin-pack, which can't be bad.

● Getting started	8
● Graphics	7
● Playability	8
● Value	10

PARALYSED BY PEPPER!

MR WIMPY

If you think that a game called Mr Wimpy must mean another version of Burgertime, then you're not wrong. But you're not exactly right, either.

The opening screen is original and quite good, but the remaining frames are just another version of Burgertime.

The first task in the game involves moving the ingredients from one side of the screen to another. You have to collect a tray and gather the cheese, ham and bun while avoiding Waldo the burger thief, and a group of flying manhole covers. No, I don't get it either!

Once you've gathered all the bits and pieces you get to the other screen, which is a pretty accurate copy of the Burgertime theme. The chef is replaced by Mr Wimpy, the logo used in their advertising. You are pursued by an egg, spoon and a sausage and you still have your supply of pepper.

The original Burgertime was written by Data East and was licensed for home use by Mattel, who produced a cartridge for the Intellivision.

The object is to build up the burgers at the bottom of the screen by walking over the ingredients so that they fall down a level.

If you pick up the ice cream or the cup of coffee then you get extra shakes of pepper, which is

used to paralyse an enemy temporarily.

Burgertime is the same game, whatever you call it. But this is probably the best version around for the Spectrum.

It runs on a 48k machine and is available from Ocean Software for £5.90. It's a shame that they couldn't call it by its real name.

● Getting started	8
● Graphics	8
● Value	8
● Playability	7

CRACK SHOT CLONES!

CYBERTRON

Searching a derelict castle for treasures is brought up-to-date with this program.

Before entering each level of the castle, you are told which treasures you must look for and you then wander round the 16 rooms in search of them. As you pass over the treasure, it will appear at the bottom of the screen to remind you that it has been found.

Once you have all the loot, you then have to find the room with the safe in it. Touching the safe will lock away all the treasure and you are then moved up to the next level.

Obviously in such a game there will be enemies after your blood. On level one, says the inlay card, your only adversaries are the Spinners. Personally, I can't see what's wrong with them. (Did you see their Christmas show?) On higher levels, you are also pestered by Clones and Cyber droids. These have more person-seeking intelligence and can also fire pretty fast!

Control is via the keyboard or joystick, but the keys were not laid out too well. A and Z move up and down while "," and "." move left and right. The "M" key

is used to fire, which I found to be too close to left and right. A joystick would have solved this problem. Furthermore, the break and escape keys are not disabled, as I managed to crash the program by pressing them.

Trying to re-run the program I typed OLD. I was amazed to find that my job was then made unnecessary, as the program reviewed itself. Up came the words "Bad Program"! To be fair, though, the game is quite well written. I enjoyed playing it, but I don't think that I'd come back to it too often.

Cybertron Mission runs on a BBC B and comes from Program Power. It'll cost you £7.95.

● Getting Started	8
● Graphics	8
● Value	7
● Playability	7

VICTORY FOR VIC VERSION

JETPAC

One of the best selling arcade game titles for the Spectrum has now been released for the Vic.

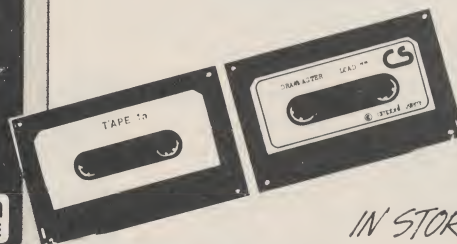
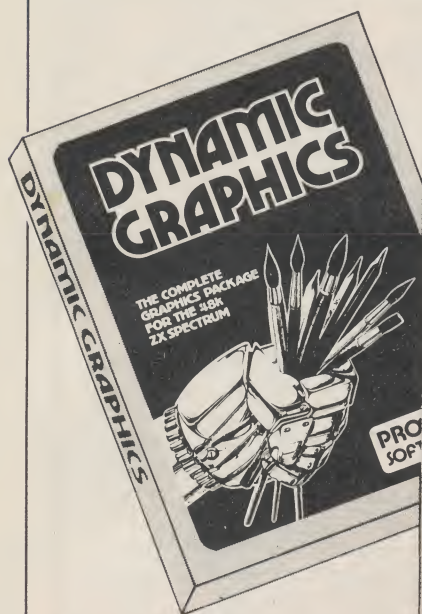
Jet Pac brought fame to Ultimate, a small company whose first release became an instant success and the Vic version is just as good.

As the person in charge of the Acme interstellar transport company, your job is to assemble your rocket and then to load enough fuel to let it take off. On reaching the next planet, you must fill up again. After four screens, you must rebuild the rocket.

The Spectrum version had 16 screens before they started to repeat but, the Vic game has just eight. Because Ultimate wants everyone to have an equal chance at finishing the game, the

continued on page 31

THE FIRST IN DYNAMIC PACKAGES FROM PROCOM



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CVG284



continued from page 29

Vic one runs slightly faster than the ZX.

The Vic will accept standard Atari-type joysticks, and these can be used in the game, although the keyboard can be used instead. What's more, the superb graphics of the Spectrum version have been captured in the same detail on the Commodore machine and the screen is one of the best that I have seen — all in 8K, too.

One talked-about problem from the Spectrum was the so-called bug in screen four. This, says Ultimate, was deliberate to allow poor players to achieve a high score. Anyway, that problem doesn't arise now, as that screen was one of those which was removed for the Vic. So it seems that Ultimate thinks Spectrum owners are more likely to be poor players than Vic owners!

A great game for one or two players, and well worth £5.50.

● Getting started	9
● Graphics	9
● Value	9
● Playability	9

FIGHTING FATAL FUNGUS

SS ACHILLES

You'll have to race against time to save your planet's most valued artifacts from the doomed star cruiser SS Achilles. The SS Achilles has been attacked by a strange space fungus which is slowly eating its way through the ship's maze of corridors.

The alien intruder is indestructible and your only hope of saving your culture's most treasured relics is to slow its progress through the ship, to give you enough time to escape through

the shuttle craft with your cargo to earth.

The game starts by showing a very impressive graphic display of SS Achilles under which the game prompts the player to choose one of five difficulty levels, ranging from inept to expert.

You are placed inside an android protection suit to help you survive the harsh environmental conditions in the ship. Moving the droid into the walls or any grey object damages the robot's integrity level, shown at the bottom of the screen, together with the droid's remaining power supply. The level of the droid's integrity becomes more and more important as the game progresses and a lot of skill is needed to move the robot around the ship without hitting the walls or running into the fungus.

The growth of the fungus can be viewed by stepping into one of the tele-screens scattered around Achilles. This prints up a map of the ship's interior, showing the areas inhabited by the alien in orange.

To complete the game, you must pick up all the objects lying around the ship and deposit them in the shuttles loading bay. There are four different types, but the droid can only carry one particular object at a time. If and when you've collected all the objects, you can abandon the ship in the escape shuttle.

SS Achilles is a very addictive and challenging game. The graphics are good and the animation is amongst the best I have seen on the Atari. My only criticism of SS Achilles is that the game is only available on disc.

SS Achilles is available from Beyond Software for the Atari 400/800 and costs £19.95.

● Getting Started	8
● Graphics	8
● Value	6
● Playability	8

ASTRAL PLAIN ACTION!

DEFENSE FORCE

It's all action on the Oric as you career through space with lasers blazing in an attempt to save the humans from an alien invasion.

Attack! The humans are being captured! A Vultura rapidly descends on its prey with the aim of carrying him off into space. Making a rapid about-turn, you fly back in the opposite direction and blast the alien to the four corners of the galaxy. Luckily the humanoid is unharmed and falls gently back to earth.

Shoot-em-up fans will love Defense Force — with only a few variations, it's a faithful reproduction of the fast-moving, action-packed arcade hit Defender.

The aim of the game is to get through 20 waves of aliens and prevent the humans from being kidnapped. With up to 16 different video nasties on your tail, life becomes pretty hectic and you'll find that being able to fly both backwards and forwards a useful addition to the game.

Once all the humans have been captured, you enter the Astral Plain and beset with vicious nasties, your only chance of survival is to fight it out. Graphically very impressive, the Astral Plain gives the impression of flying into the depths of space away from the TV.

With the aid of a Star Map, it's possible to spot the swarms of aliens approaching before they've appeared on screen — so be prepared for waves of Assassins, Quantums and the dreaded Cybotroids if you don't want to lose a life. However if the pace becomes too much, a force field can be erected which will remain operational for six seconds — enough time to fly out of trouble!

There is an on/off sound function which I found especially

useful — for although the sound effects are great, they are really noisy and had me clapping my hands to my ears in horror. Thankfully it's possible to play a silent game with just as much fun. A beginners' option is also available for the absolute learner, but this soon becomes boring.

With its excellent graphics, Defense Force will bring hours of fun to the lives of trigger-happy arcade fans who want a fast game for their Oric.

Defense Force is available from Cambridge-based Tansoft and costs £7.95.

● Getting Started	7
● Graphics	8
● Value	8
● Playability	9

YOU'LL BE HAUNTED BY ATIC!

ATIC ATAC

Abandoned in the eerie, haunted castle you can only escape by finding the Golden Key.

The castle consists of a large number of rooms, each of which has between one and three doors. As you walk across a room and through a door, the screen clears and the new location is drawn. The program runs very fast and there is no delay while the redrawing takes place.

The quality of the graphics in this game is the best I've seen from a Spectrum. Ultimate has dispensed with some of the movement and sound routines which were shared by Jet Pac and Cookie, and have written some excellent replacements.

Movement is smooth, and user defined graphics are used to their limit to produce some amazing characters such as evil-looking witches complete with broomstick.

Control is via Kempston or AGF joysticks, or the four cursor keys. With four keys for direction, one to fire and one to pick up the objects, a joystick is really the only way to play.

As I said, the idea is to explore the rooms, collecting the objects and using them. For example, some doors may be locked and to open them you'll have to find the correct colour-coded key.

Scores are printed on a beautifully designed "parchment" scroll which runs down

continued on page 32

the right hand side of the screen. This shows the number of lives left, and also a large stuffed turkey! If you come into contact with any of the nasties, the turkey sheds some of its meat and gradually turns to a pile of bones. When all the meat's gone, you lose a life! Now that's novel.

Apart from the keyboard control, Atic Atac must rate as the best yet from Ultimate. It runs on a 48k Spectrum and is well worth the £5.50 which you'll have to pay.

● Getting started	9
● Graphics	10
● Value	9
● Playability	8

WARSHIPS OF GOR

ACHERON'S RAGE

If you're a fan of Asteroids then you'll probably like this version of the game for the Oric.

You've hyperspaced, says the cassette inlay, into a sector where scanners revealed no sentient life-forms. Suddenly... warships of the Gor are materialising all around you. In reality, though, it's an asteroids-type game.

The playing area consists of the whole screen, apart from a thin border and also a large shaded block in the middle. On the screen is your ship and a number of aliens, or Gor ships as Softek likes to call them. The idea is to destroy all of the Gor ships and then to move on to the next level. The block in the middle of the screen makes manoeuvring quite difficult, though.

There are three types of Gor ships. Some will try to ram you, some have the power to fire back, while others will lay mines. Running over one of these will result in your destruction.

There are four skill levels in the game. Even on level one I thought that the playing area was too small — there's just not enough room with all those aliens to manoeuvre your ship. You get three lives to start, and an extra one after clearing every six waves.

Control of the game is via the keyboard. There are five main controls — to rotate in two directions, fire, accelerate and brake — but you can't move and fire at the same time so a joystick option would be useful.



This is certainly not the best game that I've seen for the Oric, although the graphics are quite good in places. The Gor ships move very smoothly and flap their wings, but the player's ship rotates badly in large steps.

Sound effects are included, but are quite limited. There's one sound for firing and another for when the player's ship is destroyed. It's quite loud and there's no volume control, but you can turn it off completely if you want.

If you like this sort of game, then this is worth the money, but it's not one that I'd come back to very often. Acheron's Rage runs on a 48k Oric and costs £6.95.

● Getting Started	9
● Graphics	7
● Value	7
● Playability	6

BOUNCING POLICEMEN?

DAREDEVIL DENNIS

Dennis the Menace, the famous movie stuntman revs up his trials bike as he gets ready for the most difficult stunts of his short life.

Unfortunately for Daredevil Dennis, the film director won't tolerate failure, so if he fails more than three times at any stunt he's fired — which is probably just as well as poor old Dennis lands on his head each time he falls off and is probably suffering from severe brain damage!

There are six screens altogether. Dennis starts off by leaping houses and trees on the first screen and moves quickly onto water where he rides a wet-bike. The snow slopes are next — slightly more difficult as they are very slippery — with the remaining three featuring low-flying helicopters and gaps in the road. Your jumps have to be well timed if you want to save Dennis from going up in flames.

The first three screens are easily mastered on the first difficulty level, while the remaining five levels range from Experienced to Ace where you'll really have to struggle to keep Dennis on his bike. I had several nasty encounters with bouncing policemen and decided to stay on the novice level!

A lively tune is played which livens up the dreary few minutes while the game is loading and the graphics are very detailed and colourful. However, I felt the game lacked that elusive addictive quality which would make it a winner.

The game is controlled by the shift key which acts as a throttle, the return key which acts as the brake and the space bar which is used for jumping — very simplistic controls and a game better suited to the younger age groups.

Daredevil Dennis is available from London-based Visions for the BBC Model B at £7.95.

● Getting Started	8
● Graphics	6
● Value	4
● Playability	4

WAYS TO WIN THE WAR!

STONKERS

Golly, chaps. Spiffing game, what? These Imagine chappies have really got it right this time.

Yes, it's the latest release from Imagine. In one giant leap for a software house, Eugene and Co. have released a war-type strategy game but have kept those pretty arcade type graphics. Those graphics are, in fact, well designed. But I don't think they really live up to Imagine's claim that they are as much as is technically possible on the machine. For my money I prefer Ultimate. Whoops, sorry!

Anyway, chaps, this is a war

strategy game. There are no fast moving meemies to zap; instead you have to move your tanks and cannons to clever positions and make sure that you are near enough to the supply ship to get some cargo when it unloads.

If all this sounds very vague and I seem to give the impression that I couldn't get in to the game very far, then you're right. The whole idea is pretty complicated and I actually spent the best part of a whole day studying the instructions in front of a Spectrum. For all my gallant efforts, I succeeded in drowning my entire regiment in the sea.

When opposing forces meet, whether by clever deployment or by accident, they will engage in combat. There's a predetermined hierarchy of which battalions are more powerful than others. Your forces will change colour if they're engaged in combat.

During play, the screen shows the playing area on a small scale. There's a 2-character wide cursor which you can move to any point and then expand that 2-character piece to fill the whole screen. It's really quite impressive. Anything which happens to be moving will do so whether you happen to be there watching or not.

The object is to destroy the enemy positions and to occupy their HQ. But I feel that this is going to take someone a long time. If you're the sort of person who likes to be able to get straight into a game once it's loaded, then this is not for you.

However, if you're fed up with zapping everything in sight from Space Invaders to Mutant Telephones and man-eating toilets then this will be good value.

Stonkers is from Imagine and runs on a 48K Spectrum. It costs £5.50

● Getting Started	8
● Graphics	9
● Value	8
● Playability	5



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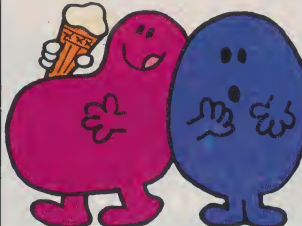
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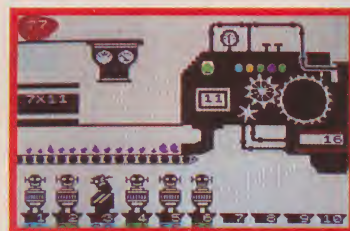
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Thinking of buying a chess program for your micro? Don't know what to expect or which one to buy? Then read on . . . Whether you're a chess fanatic or you just know the rules, you will probably at some time want to set a chess program for your home computer. With the great number of programs now available, it may be a difficult decision to choose the best one for your micro. In this article Chess programmer Martin Bryant looks at the standard of play and the features you can expect from the best modern home computer chess programs.



Standard of play

The very best programs can now play at a fairly good club level, from around 1600 to 1800 ELO (125 to 150 BCF). The standard of play can vary greatly from game to game depending on the type of position encountered and the stage of the game. Modern programs also usually have a much fuller understanding of the more obscure rules of chess such as underpromotions, draws by repetition, draws by the fifty move rule and chess clocks.



Features

Here's what you should look for in a good chess program. The most recent programs are provided with many more features of a much higher quality than their older counterparts, such as:

- Move entry by a cursor positioning method. Why should people have to turn their thoughts into an algebraic form, just because it's easier for the program to understand? The cursor method allows you to 'move' the piece on the board, more like a real chess game. The best programs can accept both methods.

COMPUTER CHE

- The ability to step backwards or forwards through the entire game. Older programs would allow you to take back only a couple of moves, but with new techniques the whole game record can be stored and scanned with small memory overhead.

- The orientation of the board should be reversible. That is the board should be displayable with white or black at the bottom of the screen. This allows you to play black "up" the board, like a real chess game, instead of having to reverse your way of looking at it.

Several "modes" of play can add a great deal of flexibility to a program. The old fashioned eight "levels" can be vastly improved upon these days. Some of the sensible "modes" are:

- (i) "Tournament" mode: Full tournament parameters can be set up, to make the program play within any specified time limit. An easy to use version of the full mode is helpful as well, where you can just specify the average move time you wish the program to take. This can range from one second to 99 hours, effectively providing thousands of "levels". The program automatically adjusts its "lookahead", to play within the required time.

- (ii) "All the moves" mode: Chess clocks are used, where you must play all the moves of the game within a specified game time. If you play too slowly, you lose on time! Club players often use this method in "five-minute" games where both players have five minutes each to play all their moves.

- (iii) "Problem" mode: The ability to solve chess problems of the type in many newspapers is good. Beware however of the programs which claim they can solve mates in five or more, but then take a week or so to do it! If the program averages more than a few seconds on any mate in two it is likely to be horribly slow on deeper mates.

- (iv) "Losing" and "Equal" modes: Many

players can't beat the programs on their lowest settings. These modes allow the program to quite deliberately try not to win! Instead it either tries to gradually lose or stay roughly level. These modes can be of enormous help to the beginner or very weak player. As the player improves, the program magically improves with him, always challenging him, but not totally smashing him so he just gives up.

The ability to quickly and easily set up different positions is essential. The program should also check that you don't try to play on with an illegal board position. For example, having P's on the first rank, more than one king for each side etc.



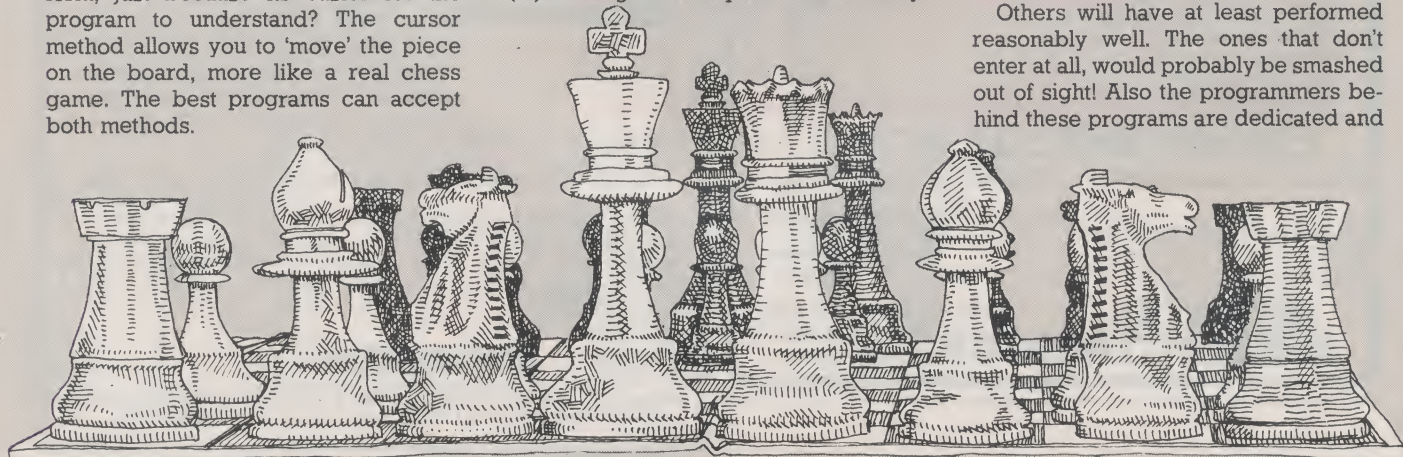
Which Program?

The best programs for playing strength are usually the most recently released. Any program which has been around for over a year without an update, is probably totally outdated as far as its playing strength goes. A year is a long time in computer chess, as can be seen from the results of programs which compete in recognised tournaments, such as the European Championships at the PCW show each year.

A chess programmer may achieve glory one year, but has to work very hard on new ideas/techniques to improve the program, so as not to be leapfrogged by other programs by the following year.

You should try to go for recognised quality programs, which have competed in many tournaments. There are several reasons for this. Some of the programs have obviously proved themselves by actually winning some of these tournaments.

Others will have at least performed reasonably well. The ones that don't enter at all, would probably be smashed out of sight! Also the programmers behind these programs are dedicated and



CHESSE-MATES . . .

knowledgeable enough to really write a quality program, rather than just another software "rip-off" as are many chess programs. The same arguments really apply to the features as well. A "real" chess program will have most of the best features as a matter of course.



Reviews

I'll now take a brief look at two programs which are probably the best available. They are White-Knight Mark II for the BBC Micro and Cyrus I.S. Chess for the Spectrum.

Cyrus was originally written in 1981 by Richard Lang and won the European Championships in the same year. It has competed in several tournaments since, with varying success and has been adapted for several micros.

The Spectrum model is not the latest version of the program, but can still beat almost all other programs. It comes in 16k and 48k versions. The 48k version has more features and also uses an openings book. It contains a wide range of features, including set-up position, saving to tape, printer output and full game take-back. The bottom of the screen shows the various features available as single letter commands.

The display is clear and the programs cursor move entry easy to use. It allows user underpromotions, understands draws by the fifty move rule and some draws by repetition. It has eight levels and can solve problems up to three moves ahead.

White-Knight was originally written in 1977. Mark II won the home computer section of the European Championships in 1983. It is certainly the strongest home computer program available at the moment.

It runs on the BBC model B and like Cyrus, comes with several excellent features, including set up position, whole game takeback/replay, orientation, play-self, blindfold and even volume control.

When it computes its move, it displays the best line it has found so far in its search. This can be used to provide a "hint" move as well as an indication as to what "White-Knight has "seen". Again the display is very clear and the program easy to use. You can use cursor positioning move entry or algebraic notation.

The program can easily be set to play within any average move time you require of it, thus providing thousands of potential "levels". It can also solve mates up to five moves ahead. Its problem solving speed is phenomenal. It examines around 1,200 positions each second and when compared to the Program Power chess program was found to be around 200 (yes, two hundred) times as fast!

It was recently used in a study of several hundred chess problems and found that a dozen of the original problems were in fact in error!

In a series of sixteen test games between the two programs on various levels, White-Knight beat Cyrus I.S. Chess by twelve games to four.

For other micros there is a wide range from fairly good to appalling programs. Cyrus is also available on the Dragon. Not as good as the Spectrum version but still a good buy. White-Knight is soon to be released on the Electron.

The Atari cartridge I tried was horrible and at £25 has got to be one to miss. For the Commodore 64 comes the Grand-Master. It didn't offer many real features and I beat it twice with no real trouble and wasn't very impressed. At £15 I would also give it a miss.

A new program called Collosus, which won second amateur prize at the European Championships is soon to be released on the CBM 64 and Atari micros. This program promises to be one of the best around. For the Apple, Sargon 2 has had its day, but Sargon 3 is now available.



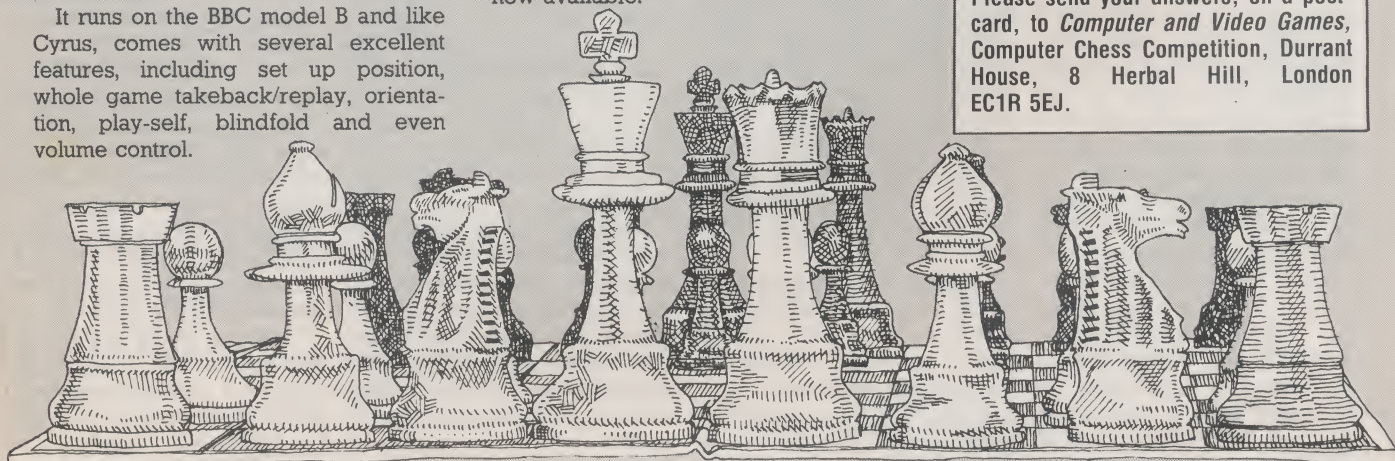
COMPUTER CHESS COMPETITION

BBC Publishers are offering a super prize to the lucky winners of our Computer Class Competition — three presentation copies of White-Knight, autographed by the author.

All you have to do is answer the following questions about computer chess. So have a go at winning yourself one of the best chess programs around!

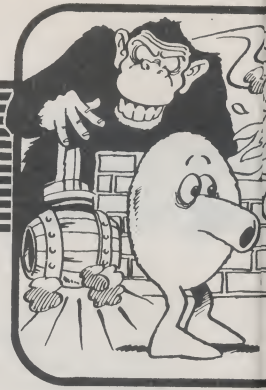
- (1) What was the name of the computer chess program which won the first Computer World Chess Championships in 1974? Was it:
(a) CHAOS (b) KAISSA (c) CHESS 4.0 or (d) OSTRICH?
- (2) What processor did the original Cyrus program run on?
- (3) Which program won the 1982 European Micro-Computer Chess Championships?
- (4) The fastest chess program in the world, called BELLE, uses special hardware to achieve its phenomenal speed. Approximately how many positions per second can BELLE examine? Is it (a) 500 (b) 8,000 (c) 75,000 (d) 160,000 (e) 470,000 or (f) 2,000,000?
- (5) Describe a new feature which you would like to see included in the next generation of chess programs.

You'll probably have to be a professional chess programmer to answer all these questions, but the competition isn't open to them. Just answer as many as you can. In the event of a tie, the answers to question five will be used to decide the winner. Closing date for entries is February 16th and the usual C&VG competition rules apply. Please send your answers, on a postcard, to *Computer and Video Games*, Computer Chess Competition, Durrant House, 8 Herbal Hill, London EC1R 5EJ.



VIDEO

MEET THE VIDEO GAME SUPERSTAR



Activision, one of America's youngest video game success stories, first made its mark on the industry four years ago with games like *Dragster* and *Fishing Derby*. Since then there has been no holding them back and Activision have created a string of popular titles which have won them a place among the frontrunners in this highly competitive field.

I met David at one of London's top hotels, where he was happily tucking into a take-away lunch of some rather soggy looking hamburgers and chips. He explained this away by stating a preference for hamburgers rather than English food! Perhaps it made him feel a little less homesick!

David first became interested in video games as a teenager when he visited arcades to play Pinball, but he added: "I soon realised that my interests lay in electronics and computing" About eight years ago he started to program his own games in an attempt to forge a career in the industry.

Since then David has produced many games for Activision and has certainly made his mark.

One game which earned him instant recognition as a top performer was *Pitfall*, which was voted 1983's Best Game of the Year in the States. In fact you could say that *Pitfall* made David Crane a video-game superstar.

The secret of a good game should combine realistic graphics with instant playability, a level of addictiveness and make full use of the machine's capabilities.

"When designing a game, you've got two choices — sports games or arcade type games. Sports games are easier in a way to design in that there are set rules to work to, whereas there are no rules governing the design of an arcade type game. The format is entirely up to the designer." David described how two of his best games developed.

David first started writing *Decathlon* — a sports game which has recently been released — some time ago. The first event is the 100m dash so he started off by programming a little man to run from the left to the right of

David Crane, a 29 year-old, 6'5" giant is one of the leading lights behind Activision's success in the highly competitive video games industry.

Activision, which was formed about four years ago, owes its outstanding success to the programming prowess of games designers like David.

During a flying visit to the UK, David took time out from his busy schedule to let *Computer & Video Games* writer Clare Edgeley into the secrets of games programming and his own particular brand of success.

the screen, the screen then scrolls forwards showing the athlete still running to reach his goal.

Unfortunately, *Decathlon* originally had to be shelved, as David couldn't fit all ten events into the memory space available to him at that time.

Turning to the idea of an arcade game, he decided to start in exactly the same way as *Decathlon* — a little man running from one side of the screen to the other. And so the idea for *Pitfall* was conceived.

"I didn't have a preconceived idea of how *Pitfall* would turn out, I just added objects off the top of my head like pits, vines, ladders leading into the pits and the odd scorpion until I ran out of memory.

"*Pitfall* was a difficult game to design as I tried to add a level of complexity to every step."

After completing *Pitfall*, a way was found to double the program size for Activision cartridges and David was able to complete *Decathlon* — an Olympian feat of

programming in which you've got to compete in screen versions of all ten events of the real life *Decathlon*.

Unlike other video games companies who employ a team of programmers to work on one game, Activision give each programmer sole responsibility for one game, from the initial concept of the idea through to the final product.

A team of five to six designers work in one room in an atmosphere which David finds very "supportive". In this creative atmosphere there is an "instant feedback and recognition in the quality of a game and a constant exchange of ideas."

The programming time for each game is somewhere between six months to a year. Typically, *Pitfall* took some 500-700 programming hours to complete over a period of six to seven months, while *Decathlon* was completed in just over a year.

However, games used to take longer to develop due to the graphics. "Originally we started

off by plotting characters and objects in coloured squares on graph paper and then doing the conversions into machine code. If we weren't satisfied, we would have to return to the graph paper and start again."

This time-consuming exercise was solved by David who developed a gadget which enables the programmers to draw straight onto the screen at four times the real size. Once the programmer is satisfied with the finished product, it is automatically converted into machine code and stored in the memory. "It's approximately 80% faster using this method."

One of the passwords to the programmers' success are the key words: program size, execution time and storage memory. "When programming, you have to trade within these three constraints." For instance, if the programmer needs more memory, then either the program size or execution time will have to be cut down.

Activision have recently moved into the home computer market with *River Raid* and *Kaboom* for the Atari 400/800. I asked David about Activision's plans for the future. "Four years ago, our plan was to make a quality name in video games and once that name was established — to move with the industry. We are following a very well thought out plan."

David wasn't giving any secrets away and wouldn't say what was to follow *River Raid* and *Kaboom*, although I have been assured that more titles are to be announced shortly.

David tends to put in about four working hours a day at the office. "It's impossible to come in at say 9.30 am and expect ideas to flow for the next six to seven hours."

However, David's got all the necessary equipment at home and can work from there if a flash of inspiration hits him.

Pride in his work also shows in his personal life. David drives around in a car with customised number plates — you've guessed it — PITFALL!

EXPANDING COLECOVISION

ColecoVision system owners will now have access to the biggest video games cartridge library available, thanks to the soon-to-be-released Coleco Expansion Module No. 1!

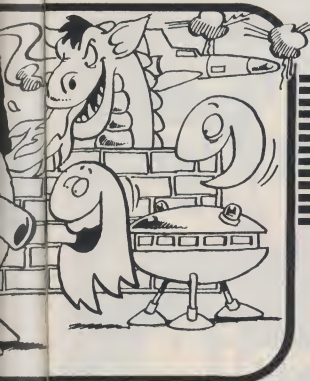
This plug-in module enables Coleco owners to use Atari 2600 cartridges with their system — opening up whole new vistas of video games playing.

Legal wrangles have prevented the module reaching the streets for some time — but it should be widely available by now and will cost around £59.00.

Once the Coleco owner has shelled out for the expander, he

or she can use any of the large range of games produced by and for the Atari VCS system. The rather awkward Coleco controllers must still be used but, for games that need the Atari paddle controllers, Coleco owners will have to find someone with an Atari system!

The expander is good news for Atari owners who want to upgrade to a Coleco — but were afraid they'd have to junk all those expensive Atari cartridges. Combine the high-resolution Coleco cartridges with the module and you really have got a super system!



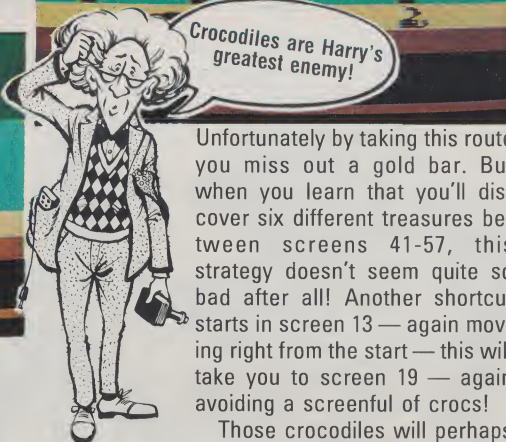
GAMING

THE VIDEO PROFESSOR GOES ON PITFALL SAFARI

Welcome to the second of Professor Video's lectures, packed with useful hints, tips and strategies which help you beat the hot home video games. This time he's taking a look at the ever popular Pitfall, written by David Crane, Activision's ace designer — who we interview elsewhere on these pages. Over to you Professor!



Oh! I wasn't quite ready for you. Sorry! Right, it's Pitfall isn't it. Yes. Pitfall... now let me get my notes together. Ah yes! Here we go.



Unfortunately by taking this route you miss out a gold bar. But when you learn that you'll discover six different treasures between screens 41-57, this strategy doesn't seem quite so bad after all! Another shortcut starts in screen 13 — again moving right from the start — this will take you to screen 19 — again avoiding a screenful of crocs!

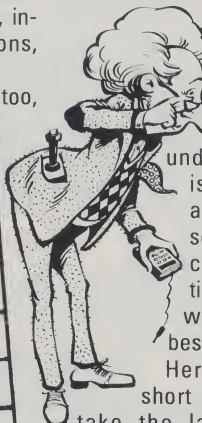
Those crocodiles will perhaps prove to be your deadliest foe.

like rolling logs, forest fires, jungle lakes and the dreaded tar pits! Some of the lakes and pools disappear and reappear mysteriously just when poor old Harry least expects it!

Harry has just 20 minutes to find the 32 lost treasures of Enarc — and only three precious lives.

The key to winning at Pitfall is knowing how to use the underground passageways which are hidden under the jungle. Some of these passageways are dead ends — but others provide useful short cuts to the treasure. One

Don't forget my great video contest on this page!



underground scene is worth three above ground screens — so you can see how much time you'll save by working out the best short cuts.

Here's a couple of short cut hints. If you take the ladder down on screen 15 — moving right from the start point — and jog along jumping five scorpions on the way — you'll come up in screen 19 having missed out four above ground crocodile screens. The crocs are your most dangerous enemy. More about them later!

TOP TEN

1	Battle Zone	Atari
2	Enduro	Activision
3	Pole Position	Atari
4	Super Cobra	Parker Bros
5	Popeye	Parker Bros
6	Tutenkham	Parker Bros
7	Donkey Kong	CBS
8	River Raid	Activision
9	Zaxxon	CBS
10	Q*Bert	Parker Bros

So here's how to deal with them when you are faced with a screen which doesn't offer you the option of grabbing a vine and swinging over their gaping jaws. There are three of the reptiles in each screen.

Timing is all important. Wait until the first crocodile's jaws clamp snap shut then jump Harry onto his snout, quickly moving him to a spot behind the beast's jaws.

Now the crocs will open their jaws again displaying a fine set of sharp white teeth. But don't panic. Wait until their jaws close again and jump onto the second crocodile — repeating the quick step to behind his jaws. The third croc is dealt with in the same manner — but jump off quick and run to the next screen.

You can move left or right from Harry's start point. Moving right you come across more treasures earlier in the game. But by running left the rolling logs don't pose a hazard you can run along with them in the same direction.

TRY GETTING IT TAPED!

Hello! This is Professor Video calling! Last issue I began my lectures in the art of video-gaming, bringing you tips to help you take on any sort of alien!

I've managed to get hold of five sets of new video releases called *How to Beat Home Video Games*, produced by Polygram Video. Each set consists of three tapes which deal in depth with strategies to beat games and give those cunning hints and tips to make your scores higher and higher.

Volume one of *How to Beat Home Video Games* deals with The Best Games home video classics like Space Invaders and Missile Command. Volume two looks at the *Hot New Games*, including Pitfall, E.T., Raiders of the Lost Ark and Lock n' Chase. Volume three deals with games for the new systems which bring arcade quality games into the home, like the Colecovision and the Vectrex.

After you've watched each of these hour long tapes you'll be able to pick up your joystick and play with the confidence of a video-grandmaster!

So, how do you get your hands on a set of these great tapes? It's as easy as this — just send me your favourite points-winning tips for your favourite video game. I'll pick out the top five tipsters and they will each receive a set of the tapes! Describe the strategies or sneaky moves that beat giant gorillas, defeat alien invaders or save Pacmen from the grasp of ghosts! And that's just a few suggestions!

Fill in the coupon below and attach it to your entry. Send it to Professor Video Contest, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date for this contest is February 16th — so get your tips in quick to beat the rush!

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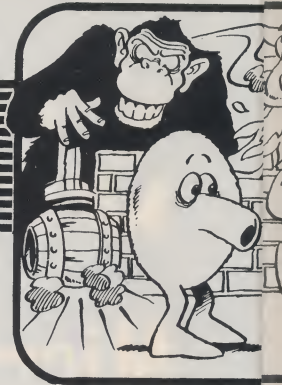
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TEST FOR SPACE ACES

If you fancy yourself as a real space ace then Gorf will give you the rank you truly deserve.

This home conversion of Bally's arcade game offers four separate shoot 'em up challenges and then awards a rank depending on your performance.

The first wave is Space Invaders with the addition of a force field. You have to blast gaps in the crescent shaped force field to enable you to pick off the Invaders as they advance down screen.

Stage Two is called Laser Attack and introduces a particularly vicious formation of aliens who buzz around the screen shooting long snaking beams of laser fire.

Laser Attack will have you wrenching and pulling on your joystick but tougher things still lie ahead in Space Warp.

In this level the aliens spiral out towards you corkscrew fashion. As they approach they get larger and will collide with your ship unless you can get them in your sights and blast them.

The fourth and final challenge is the Flag Ship. This is the Gorf's home base moving back and forth across the top of the screen. The force field is back in position so you will have to shoot a clearing in this and then make several direct hits on the ship before finishing it off.

Your mission is now complete and you receive your rank. I managed to attain the rank of Space Colonel — which wasn't bad considering I started out in life as a lowly Space Cadet.

If you think Gorf may enable you to become a hero overnight then forget it, because each time you complete one mission you get given a new, tougher one!

To attain really high rank you

will have to do battle with faster, more numerous aliens with heavier fire power. Another cloning of a well known arcade game. Available now at £29.95 from Colecovision.

THE VERDICT

If you liked the arcade game you'll like the home version too.

- Action
- Graphics
- Addition
- Theme



SMURF TO THE RESCUE

Smurf must be the "cutest" of all "cute" games! That little blue chap with the floppy white hat has even managed to overtake Pacman in the C&VG cuteometer ratings!

He first appeared on the Colecovision system — in search of Smurfette imprisoned by the evil Gargamel in a gloomy spider-filled castle. Now Smurf can continue his quest on the Atari VCS thanks to CBS Electronics! The Atari version follows faithfully in the footsteps of the Coleco original. Despite the limitations of Atari VCS graphics, the CBS conversion is remarkably good — particularly when it comes to skyscrapers.

The Smurf still walks along a bit like a cross between John Wayne and Charlie Chaplin — which adds to his cuteness!

In case you've not seen the Coleco version, the object of Smurf is to rescue Smurfette from Gargamel the giant's castle. The Smurf has to trek across rough countryside, jump picket fences, leap over rivers and brave the dangers of Gargamel's dungeons before he can reach the giant's sitting room where Smurfette is imprisoned on a shelf high above a vast table.

The rivers and the final screen are the only features in the Atari version not found in the Coleco game.

If you play on skill level one, the Smurf simply has to hop, skip and jump along to the final screen — avoiding the nasty spider in the dungeon screen — and rescue Smurfette.

If you go up to skill level two, then Gargamel's hawks, snakes and bats will be after you — making the game much more challenging. You have to duck and weave as the assorted nasties come at you!



GORF



SUPER COBRA



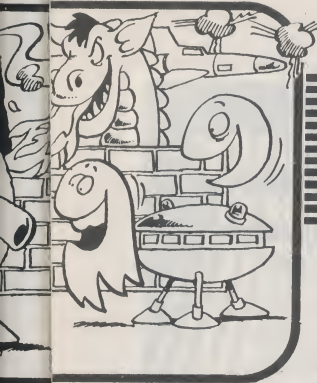
ART MASTER



SMURF



DECATHLON



The final screen is quite difficult. Firstly you have to beware not to rush into it too quickly. If you do, your Smurf will walk right into a chain and you'll lose a life without even getting a crack at rescuing Smurfette. Unlike the Coleco original where you had to get your Smurf onto the top of a skull and then make a quick hop up to Smurfette, the Atari version adds a few extra hazards. You have to jump onto a chair, then onto the table, then another chair before finally being able to take that final leap onto Smurfette's shelf! All of which takes a bit of practice and good joystick control. If you play on skill level two, the castle bat will be attempting to thwart your rescue bid in this screen too!

The little character will soon win your heart — even though it does take a bit of time to master his leaps, hops and dodges. And CBS have obviously gone to a lot of trouble to ensure the VCS graphics match the Coleco's as closely as possible. Personally I liked this version better than the original — except it's still got that irritating little tune!

THE VERDICT

If you like cute games then Smurf is the ultimate in cuteness. But will the challenge last if you are a dedicated video player?

- Action ★★★★
- Graphics ★★★★
- Addition ★★★★
- Theme ★★★★

MEET THE ART MASTER

Now for something completely different. Last month we complained that the range of games for the Vectrex lacked variety. Milton Bradley have responded to this criticism by submitting a game for the jury's scrutiny which is completely unique — not only for the Vectrex, but unique amongst all video games systems.

The Art Master cartridge enables you to become a video artist for an afternoon. Designed to work in conjunction with the

Vectrex light pen, you can use Art Master to sketch, draw in dots and then connect them up, and even animate your drawings to create genuine cartoon animation.

The sketch function lets you enjoy the simple fun of doodling in light. You can copy pictures from books, write messages, or play noughts and crosses. The connect function lets you draw in dots. You can use this to create dot pictures and ask your friends to guess what they are before pressing the button to connect up the dots. Options are chosen by selecting choices from a menu using the light pen which you simply point at the function you require.

Although doodling in light is fun, the real attraction of this cartridge is the animate option. Although you cannot execute very sophisticated animation, you can do simple things like drawing a plant and making it grow, or make a stick man walk across the screen.

The Art Master cartridge comes complete with the light pen and an instruction booklet. In the shops now at around £30.00.

THE VERDICT

Adds a new dimension to your Vectrex.

- Action ★★★★
- Graphics ★★★★
- Addition ★★★★
- Theme ★★★★

PURE GOLD DECATHLON

Decathlon is the most exhausting video game ever to come up before the jury! You should have seen them when they came out to present the verdict — the foreman could hardly stand up!

The reason for all this tiredness is due to an entirely new innovation in videogaming — the shake-speed joystick.

It's not a new joystick, but a new technique in David Crane's — of Pitfall fame — latest game — Decathlon.

You control an athlete taking part in the famous Olympic ten-event contest. To make your man run forward you have to move your stick as fast as you can from left to right. The faster you shake it, the faster he moves.

Speed is essential and not just

to win the 100, 400, and 1500 metre races. You also need as much speed as you can muster to gain maximum height in the pole vault, high jump, and length in the long jump. Speed also enables you to gain momentum when throwing the javelin, discus, or putting the shot.

Your athlete has the advantage of a speedometer at the bottom of the screen, which measures his pace with a red "fuel level" style display. When he's at full pelt the line will shoot up to level six, and fall back to nil when stationary.

To jump or throw press the fire button. Some of the events are more fun than others — my personal favourites are the high jump and the hurdles.

This is a real winner of a game from Activision for the Atari VCS. Like the rest of the Activision games, if you get good enough at them you are rewarded. In Decathlon you can send off for a gold medal if you score over 10,000 points. Available now at £29.95.

THE VERDICT

This is your chance to go for gold. The most playable sports simulation for the VCS — for up to four players.

- Action ★★★★
- Graphics ★★★★
- Addition ★★★★
- Theme ★★★★

SUPERCOBRA SUPER GAME

Scrolling games are pretty thin on the ground for the Intellivision, so the arrival of Parker's Super Cobra was greeted with considerable excitement by the ladies and gentlemen of Joystick Jury.

The Scramble-type game from Konami was a significant hit in the arcades despite being slightly over shadowed by Scramble.

Now the game has been licensed by Parker Brothers and converted for home use on the Intellivision.

Four levels of scrolling, bombing, shooting action have been incorporated in the game for one or two players.

Piloting your chopper through enemy terrain you are attacked by ground to air missiles, and bouncing bombs.

You'll need all the skill you can muster as the enemy barrage intensifies and the caverns and cityscape through which you must negotiate your chopper get narrower and narrower. Needless to say the Intel disc controller doesn't make this any easier.

After 7,000 miles a squadron of alien flying saucers attack you with missile fire. Fuel dumps are now few and far between so you can't afford to miss hitting them to boost your supplies each and every time they appear.

At the end of the caverns and city skyline are three enormous skyscrapers with the words Konami and Parker Brothers written on them.

You are now near the end of your long flight and have to bomb one last ground installation to complete your mission.

It will take the most skilled video ace several attempts to crack this one.

THE VERDICT

Another good game for Parker Brothers — filling a gap in this type of scrolling shoot 'em up for the Intellivision. Available now at £29.95.

- Action ★★★★
- Graphics ★★★★
- Addition ★★★★
- Theme ★★★★

Next issue we're letting the members of our joystick jury loose on some hardware. Namely the joysticks themselves. We reckoned it was about time we took another look at the devices available to play games with — on home video game systems and home computers.

Our joystick jurors will be looking for the ultimate stick and at the same time will be bringing you up to date news of what's good in the world of sticks.

Also we'll be taking that look at laser-disc technology for the micro games player. That's using a few longer words to say what we promised you this month — but we just ran out of space this issue! We'll be taking a look into the future and predicting that you'll be able to play laser games on your home computer — games like the ones that are revolutionising the arcade industry right now!

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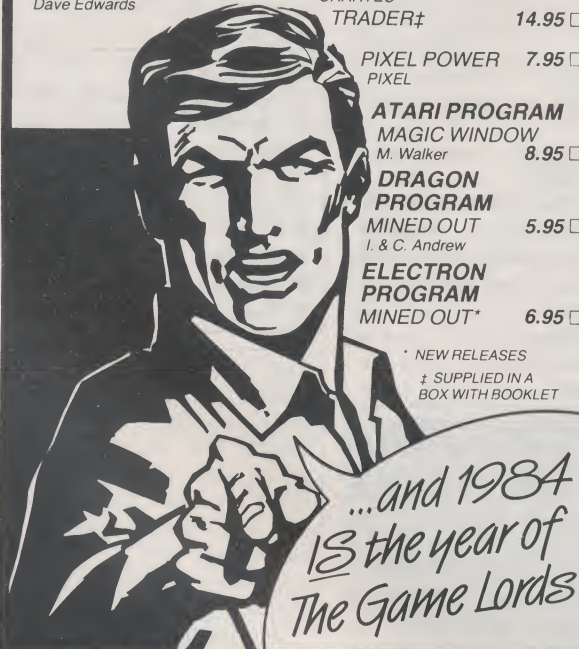
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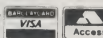
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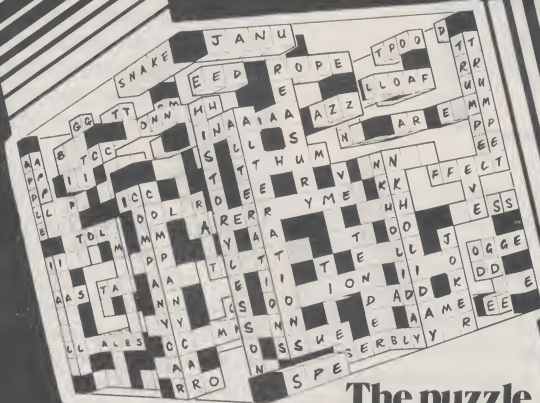
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TIPSTERS PAY RISE

On seeing that Seamus is paying £10 for hints and tips which reach his Program Extra page, I've been saving up especially, and can now afford to do the same. So from now on, any letters, hints or other tips which make the Bug Hunter page will earn £10 for their authors.

And talking of Seamus, I'm currently training him in the art of Bug Hunting and I assure you that he's very nice to talk to. So next time you have a problem and I'm off fighting the Bugs, ask for him.

Here at C&VG we've come up with a clever idea to keep calls evenly distributed between myself and Seamus. Next time you have a problem, toss a coin before you telephone the office. If it's heads, ask for me and if it's tails then ask for Seamus! And if it lands on its side, phone the *Guinness Book of Records*! Now, back to the serious stuff.

GO FASTER DRAGONS

Dragon users will probably be aware that some Dragons can be speeded up simply with a POKE. Not all machines will allow this. But now, courtesy of Bug Hunter Enterprises (with a little help from Ahlan Davison-Grey, our Dragon software reviewer), here's why, or why not.

The central chip in the Dragon is a 6809E, where the E means that the chip gets all its timing signals from an external clock. The clock takes the form of a crystal, and the frequencies it produces are handled by another chip.

However, you can alter some of the registers in this last chip to alter the speed of the clock which drives the 6809. This has the effect of speeding up the computer so that some games will run twice their normal speed.

However, the 6809 was not designed to run at this speed, so don't be disappointed if yours doesn't. But, says Ahlan, the fact that so many do, is a tribute to Motorola, the manufacturer.

There is certainly nothing wrong with a Dragon which will not run at the higher speed.

CHEQUERED FLAG — PSION

James Alston from Bromley, Kent, writes to tell me of what he thinks is a bug in Chequered Flag. At the end of a race, he says, the computer is supposed to print the fastest lap time. In fact it prints up the time taken to complete the last lap. Has anyone else found this problem?

SPECTRUM GRAPHICS

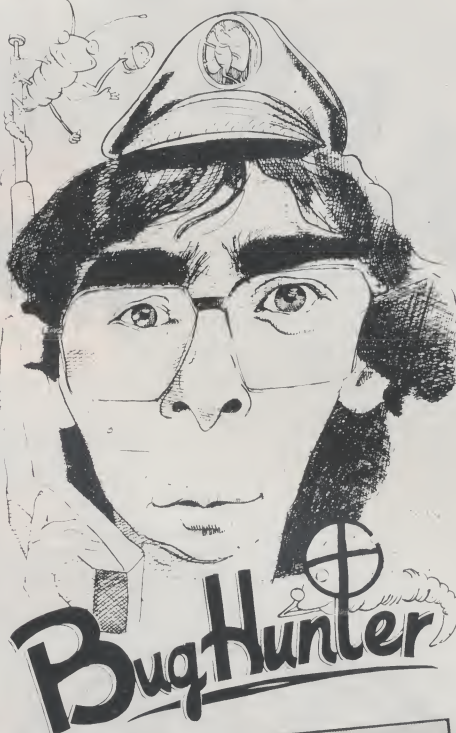
We still get calls from Spectrum owners who have tried running games from our magazine but all the graphics come out as lower case letters.

This is because the game uses user-

defined graphics characters — that's what all those DATA lines are for.

The solution is simple. If, when typing a Spectrum program, you see a PRINT line with some lower case (small as opposed to CAPITAL) letters in speech marks, these are probably user-defined graphics and need to be entered in graphics mode.

To do this, type the line in as normal but when you get to the letters, enter graphics mode by typing CAPS-SHIFT with 9 to get a G cursor. Enter the characters and then get out of graphics mode by typing CAPS SHIFT with 9 again, and finish typing the line.



Write to me at Bug Hunter,
Computer and Video Games,
Durrant House, 8 Herbal Hill,
London, EC1R 5EJ. Or phone
me on 01-278-3881.

RABBIT RAID — SPECTRUM

If you managed to get the graphics correct in Rabbit Raid for the Spectrum from November's issue, then here's how to add some sound to it, courtesy of Ian Lewis from Lewes, East Sussex, who's the first to earn the new improved sum of £10 for his efforts.

On line 30 after RAIDd": and before GOSUB add BEEP .3,7: BEEP 1,7:BEEP .3,7 and at the end of line 330 add :BEEP .05,14.

Ian also suggests that a more realistic score system is made by changing line 250 from S=S+100 to S=S+250.

TIPS FOR THE ATARI

Here are a few useful tips for the Atari 400/600/800 from Christopher Roche of Sutton Coldfield.

To disable the break key, type POKE 16,64: POKE 53774,64. To disable the system reset button, try POKE 580,1. Now, if anyone presses it, the machine will erase all its memory including the program.

To destroy all variables try FOR X=PEEK(130)+256*PEEK(131) TO PEEK(132)+256*PEEK(133): POKE X,0:NEXT X.

After entering this, when LIST is typed the program will be listed in an unreadable form.

Also for Atari owners who keep having occasional errors with the 410 cassette recorder, try typing LPRINT before CSAVEing. This will produce a harmless error message, but just continue as normal. Thanks go to Donald Dods from West Lothian for this.

WILD WEST — VIC 20

Vic 20 owners may have been surprised by the Wild West program from December's issue. Even though the program needed a super expander cartridge, there were still three commands in there that the machine did not understand. The problem stemmed from the fact that we haven't saved up enough for a Vic printer yet, so I loaded it into our Pet to be listed.

However, because you can't get a super expander for a Pet, some of the tokens from the cassette were misinterpreted. I can now put you out of your anguish by revealing that BACKUP should be COLOUR, APPEND should really be SOUND while SYNTAX should actually read RJOY. You will now be able to get the game running perfectly.

I am still getting letters about bugs in professional software for micros. With Christmas just gone, there must be quite a few micro owners who have bought software with bugs in it.

The latest batch comes from Peter Lee of Ilford, Essex. Peter talks about problems with Psion's Flight Simulation, Ocean's Kong and has also told me of a problem in Valhalla which causes the program to return you to BASIC, able to LIST the game!

Well, that's it for another month. Don't forget that you can always talk to me about your computer problems on 01-278 3881. I've just had one of those posh answering machines fitted to the bug phone so if you are suddenly struck by a bug in the middle of the night or at the weekend you can leave me a message. You may also find that the machine is on during the day if I'm tied up with the dreaded Seventh Empire — someone has to type all your moves into the computer! — but leave me a message and I'll call you back.

BY ROBERT SCHIFREEN

Meet Alf, the Dustman. Not any ordinary dustman, but a hyper-intelligent mega-dustman. He has found himself in a spot of bover with neither lawnmowers nor bears, but numerous tons of homicidal rubbish. To make life even more difficult (and confusing) his favourite beer is in hot pursuit! But there is help on the way, 'The friends of the Binless' try to assist Alf in overcoming the evil waste. Meet Alf, his friends, his enemies, and 20 waves of sheer madness.

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The latest convert from video to pinball is that master of arcade abuse Q*Bert. Gottlieb have transferred the little chap from video-screen to pinball playfield in Q*Bert's Quest. And all Mr Q's mates have come along too. Coily, Ugg and Wrongway are still out to make life difficult for Q*Bert as he attempts to build his pyramid of coloured cubes.

By hitting one target — the monster's den — you'll release an extra ball, but the monsters escape too to cause Q*Bert more problems.

This machine has one irritating feature — the ball tends to stick around the upper chicane section of the playfield, hesitating at entrances to passageways — and this upsets the rhythm of play which generally is fast and furious.

For soccer fans Gottlieb offers Striker — the player takes on the pinball machine's team clad in yellow. The player gets the white strip! There are, of course, lots of references to penalties, free kicks, and corners — but the game is still fairly basic on its general playability. Gottlieb are still trying to find that one game that clicks with pinball fans — but to give them their due they are real triers!

Shock horror probe department. Can it be true? Matthew Broderick, the star of the movie War Games — the one about the computer-kid who almost starts World War Three by tapping into the American defence system with his home micro — doesn't really like computers! Talking to the London *Evening Standard* Matthew said: "Computers are not my thing at all. I don't like them and I don't understand them very well. I play video games, but even then I like pinball more."

Don't forget we're still interested in hearing your views on pinball and your high scores too.

Illustrations: Dorian Cross

HOLD ON — GOING DOWN, DOWN, DOWN . . .!

Pee-awww! Whee! Zzing! You'll have to duck, dodge and jump to escape the bullets of those shift-eyed, trigger-happy security men.

Elevator Action certainly lives up to its title — your aim is to get from the top to the bottom of a top security defence building via lifts and escalators.

In your search for the top secret documents, you'll come up against a crew of lean, mean security cops, all toting pistols and ready to stop you at any cost from reaching your get-away car.

You'll have to keep your wits about you while you descend, as you stand a very good chance of getting shot.

On each floor is a series of closed doors, and a security man, or two, could leap out at any time blasting away. You carry a gun, as do all good trainees of 007, and you'll soon learn a few tricks to get past the baddies as you shoot up and down in the lifts.

Using your joystick to keep the lift between floors, wait until one of the baddies takes a pot shot at you and then quickly move to his level and shoot back. Because there is a small time delay while he reloads, you can be sure of a safe hit!

Trained by your government, you're also a karate expert. Using the jump button, you can leap off the lift and deliver a lethal, mind-blowing kick to your opponent which will effectively lay him out!

DONKEY KONG SWINGS BACK

DONKEY KONG

One of the latest games from Nintendo is Donkey Kong 3 and the new game introduces a likeable character, Stanley a gardener, who takes over where Mario left off — only this time he fends off the mad monkey to defend his greenhouse.

Armed only with a spray gun, Stanley chases Donkey Kong up the vines, keeping nasty insects and critters away from his flowers. Each pest has a personality of its own and Stanley must work fast and furiously to keep the creepies under control. If he is

ELEVATOR ACTION

Red doors appear at random and behind each one are secret documents which will earn you bonus points. If you go for the red doors, keep your eyes peeled as the guards will redouble their efforts to get you.

As you descend, the floors become wider, there are more doors, more security men and up to five lifts travelling up and down. A lot of skill is needed to

reach this stage, to dodge the rapid hail of fire and still get through to the next floor in one piece.

The building must resemble the Empire State in size as there seem to be an awful lot of levels to get through before you can make a run for it.

Elevator Action by Taito Corporation has a really original theme and I found it a pleasant change from the normal spaceage shoot-em-ups.



BLAZE THOSE STAR BANDITS!

STAR BLAZER

Scramble! Bandits at 3 o'clock! You push your joystick forward and enter the fray. The space city must be saved at all costs.

Weaving and dodging through the city's underground highways, you whiz round a sharp 90 degree bend to beat off an enemy attack of fighter space ships. You can't relax your vigilance for a second — more fighters are attacking from the left.

Leaving the city you swoop through the crags and peaks of a mountain range to enter a valley. With lasers firing, you steady your craft and take careful aim at a convoy of tanks.

Star Blazer by Sega is the official follow-up to Astron Belt but, unlike Astron Belt which is played entirely in space, you will be battling it out over many different terrains which include the interstellar airport, rocky mountains, oceans and deepest space.

The graphics are comparable with Astron Belt and are produced with the aid of Scanimate, a device which Sega claims creates ultra-realistic images. I tend to agree. The ocean seems to heave and roll and the fighters and enemy mothership are very life-like — they resemble the Empire's battle ships of Star Wars fame.

Arcade managers will now be able to convert the old Astron Belt machines to the new Star Blazer by using the conversion kit from Sega.

It's nail-biting stuff as your two lanky heroes almost career off the edge of a cliff in their efforts to escape the bunch of heavies in hot pursuit.

Aptly named, *Cliff Hanger* keeps you on your toes throughout this fun-packed game filled with bizarre and amusing scenes, including nerve-racking car and helicopter chases, a beautiful girl to rescue and a meeting with some sinister hooded gangsters.

With animated cartoon style graphics, comparable to *Dragon's Lair*, *Cliff Hanger* is one of the first games of its type to reach the UK. In the next few months we predict that laser disc games will become quite com-

SAVED BY A SAMURAI SWORD

CLIFF HANGER

mon in the arcades, but at the moment they are still very much a novelty.

The story begins with your two young lads escaping from a casino with bags of counterfeit money. They leap into their bubble car and a mad chase ensues through the busy streets.

Arriving in the country, they have a puncture and, whilst repairing this, they see the Mafia-like baddies roar past in a limousine chasing a helpless and beautiful blonde in a 2CV! Leaping to their feet, the boys pile into the bubble and give chase. A

helicopter chase follows and our intrepid heroes are rescued by the timely arrival of a samurai warrior in the city's sewers! As he brings the 'copter crashing to the ground with his sword, he utters a few memorable words in a very un-Japanese accent — "Once again I cut a worthless object"!!

A four-way joystick and feet and hand buttons control the action which is played out in cartoon-style graphics. Instructions like 'Stick' and 'Action' will flash

onto the screen and it's then up to you to decide in which direction to move and whether to use hands or feet. Each time you make a wrong move, you'll be told what you did wrong.

As in all laser disc games, there is a dead area between scenes while the laser scans the disc for the next scenario. This has been very well disguised with a notice wishing you good luck in the next scene.

With lots of action and great graphics, *Cliff Hanger* by Stern Electronics will certainly be a hit in the arcades in the New Year.

WHIZZKID RACES INTO ACTION

SUPERBIKE

If you think you're a scrambling whizz-kid — then try riding the Super Bike.

Bombing down a country lane you shift into top gear and revving up your bike try to break the ton. Suddenly a series of potholes split the road in front of you — jerking on the handle bars you pull the bike into the air and sail across them. But don't get too confident, more is to come.

Packed full of stunts, you've got every opportunity to prove that you're at least as good as or better than the infamous Eddie Kidd. Leaping over potholes, fallen trees and bushes is the least of your problems. Armies of

death heads in the form of skulls and crossed bones descend on you from out of the blue and, armed with a fire button, you must blast them back to hell before they land on you.

Other feats of skill and dexterity will include whizzing up a ramp and jumping over a line of buses and, providing you've managed to stay on your bike, you'll reach a tunnel which has to be negotiated to reach the end of the game.

Beware the skulls — they'll be attacking from behind as well as in front.

CUNNING IN THE COCKPIT

FIRE FOX

Atari is entering into the laser disc games race with what promises to be a thrilling spin-off from the movie *Fire Fox*, based on the action film by Warner Brothers which starred Clint Eastwood.

It's rumoured that hundreds of thousands of dollars were spent buying the rights to *Fire Fox* and producing the arcade game with the aid of a simulation model of the cockpit.

You've stolen a top secret Russian fighter jet and have to fly it out of Russian territory to the Americans. The Russians don't let you get away easily and send up missiles and other fighter jets to stop you. Your plane has its own weapons system, but you'll have to use your skill as a fighter pilot and a lot of native cunning to escape in one piece.

Atari believe that *Fire Fox* will be a spectacular success and are planning to launch it sometime this year.



THE SEARCH IS ON FOR THE C&VG 1984 ARCADE CHAMPION!

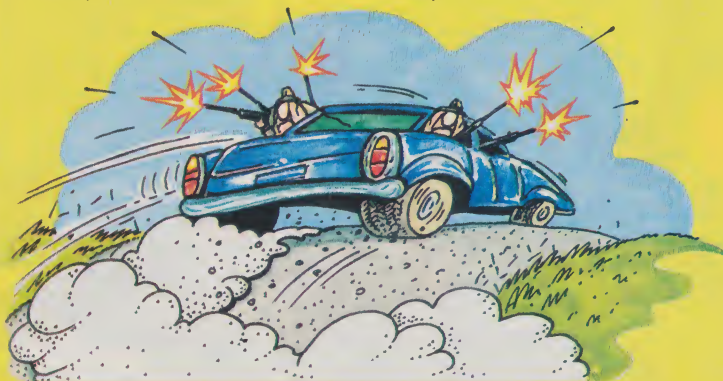
Have you rescued the Princess in *Dragon's Lair*? Or have you come first in the Pole Position Grand Prix? Or maybe you've destroyed the Zaxxon robot? If so you are a prime candidate for our 1984 Arcade Championship title.

Your name may well be plastered all over the high score tables on several machines in your local arcade — but believe me, you can only call yourself a true arcade champ when you stand up to receive the *Computer and Video Games* Arcade Champion trophy!

In our next issue we'll begin the search for our 1984 champion. Your first move will be to fill out the coupon and mail it to us.

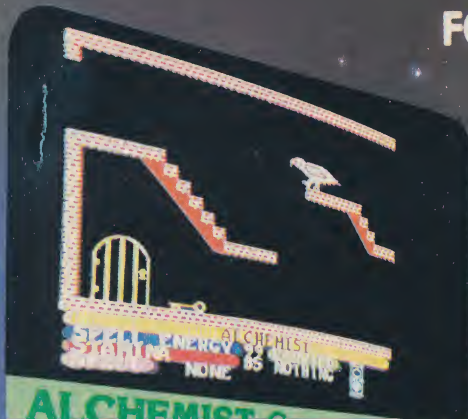
All we ask you to do is to take the form along to your local arcade, pub or the place where your favourite arcade machine lurks, get that high score and get the publican or arcade owner to witness it for you.

You can aim for a high score on up to three different machines. Your chances of reaching our grand final in the summer are increased if you enter on more than one machine. There will be a grand prize for the overall champion plus runners-up prizes too. So don't forget — get next month's *Computer and Video Games* and begin your quest to become King — or Queen — of the arcades!

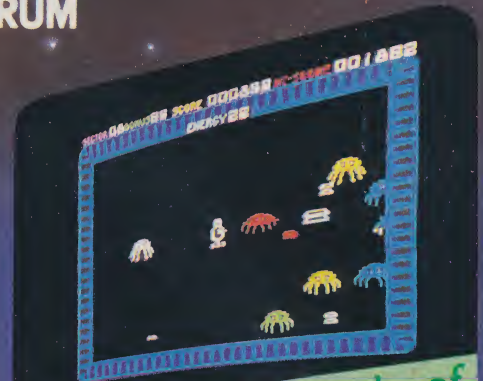


THE TENSION MOUNTS, THE ADRENALIN FLOWS. THE ADVENTURE BEGINS...

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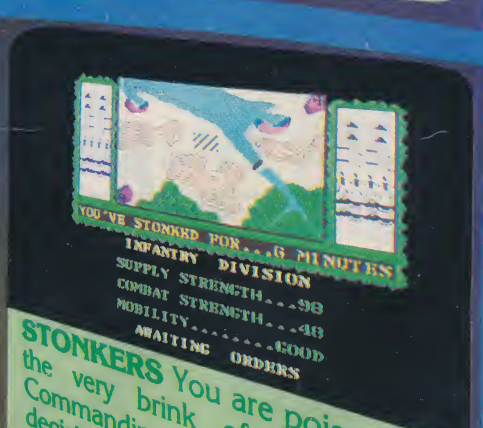
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STONKERS You are poised on the very brink of battle. As Commanding General every decision is yours. Will your strategy enable you to capture your objectives? Will victory be yours.



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